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NUMBER 16

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NOVEMBER, 1990

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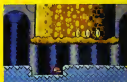
First looks at all the hottest games on the horizon, including exclusive pictures of the latest in the Double Dragon series, Double Dragon 3 - The Roseta Stone! Also in this issue look out for Werewolf and Adventure Island 2 for NES, AeroBlaster and Super Star Soldier on the Turbo, and Castle of Illusion, Dynamite Duke, Technocop and John Madden Football all for the Genesis!



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(Hint: To get the highest score, you don't have to connect all nine pieces to every pipe on the grid.)

So if this sounds like



PIPE DREAM CONTEST ENTRY FORM

Name _____ Age _____

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Phone _____ My score is _____

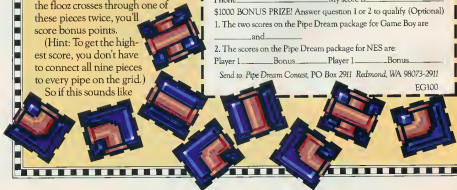
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1. The two scores on the Pipe Dream package for Game Boy are _____ and _____.

2. The scores on the Pipe Dream package for NES are:
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All entries must be received by January 31, 1991.

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OFFICIAL CONTEST RULES (No Purchase Necessary) One entry per person, please. All entries must be received no later than January 31, 1991. No responsibility is assumed for lost, stolen, or undelivered mail. In the event of a tie, winners will be chosen by random drawing on or about February 5, 1991. Regardless of score, **GENIUS PRIZE** will be determined by random drawing from all entries that answer *Genius* correctly. It is not necessary to answer this question to qualify for Grand, Second, or Third Prize winners. Winners will be notified by mail. By acceptance of these prizes, winners consent to use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of Bullet Proof Software (BPS) without further compensation. Chances of winning are determined by the total number of entries received. Latest use prize pool per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after February 5, 1991 by sending a self-addressed, stamped envelope to Pipe Dream Winners, 8317 74th Ave. NE, Redmond, WA 98072. BPS will arrange air travel and hotel accommodations for each Grand Prize winner and his or her guest. BPS will also provide a \$100 spending money lunch at Cafe Mario and drinks at the Space Needle. All other expenses are responsibility of game winner. Approximate value of each Grand Prize: \$1,500. Grand Prize expiration dates will be determined by BPS. If the winner is under 18, they must be accompanied by their parent or guardian. Any party under the age of 14 must provide written parental consent and release. Some restrictions apply. Contest not open to employees of BPS, Lucaradio, Ltd., Nintendo of America, Inc. (and affiliates), agencies, or their immediate families. This contest is void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations. Taxes and fees are sole responsibility of winners.

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Talk some hard-core NES with them. You'll even have lunch at Cafe Mario™ where all the Nintendo people eat. And a dinner at the Space Needle in your honor. So, if you want to see how intense Pipe Dream really is,

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head on down to your Nintendo dealer. When you get there, this is what the packages look like. But you better get there soon. Or they'll look

like an empty space on the dealer's shelf.



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November, 1990

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VIDEO GAMING DIRECT FROM JAPAN...

We completed a phone survey recently to try and get a grasp on exactly who our readers are and what they like and dislike. As we've said in the past, we put EGM together as game players, for game players, including the information and stories that are exciting and newsworthy (witness this month's cover story on Super Mario Bros. 4). Unlike other mags, EGM hunts for the news behind the games and we spare no expense to guarantee that the info we publish is accurate - even if that means traveling across the waters to Japan or Europe.

To get this month's cover story, we visited the 1990 Nintendo Expo in Tokyo. Much like the Consumer Electronics Show that is held twice a year in the states, this convention gives Japanese Nintendo companies the chance to gather together and put all of their latest titles on display for public and trade exhibition. This year's show wasn't only special due to the unveiling of a variety of great new softs like Double Dragon 3 (see page 28) and Lolo 3 (next issue), it was also the first public introduction of the long-awaited and much heralded Nintendo 16-Bit, Super Famicom. The fact that the machine was even shown is news in itself, considering this magazine has been reporting on its development ever since our second issue back in the summer of 1989, but when you couple the formal debut with over two dozen game carts from a wide source of third-party licensees you have the video game event of the decade!

The Nintendo Super Famicom is being launched with the latest installment of the Super Mario Bros. series, Super Mario World (see pages 42-43). Thanks to the courteous people of Nintendo's parent company in Japan, you can read and see exactly what this game is all about - exclusive info on a scale that you won't be seeing in any other gaming or non-gaming publication!

With the recent proliferation of direct mail companies that specialize in the importing and sale of Japanese games like Ultimate Game Club, Video Game Excitement, SCI, Game Train, Die-Hard Video, Japan Games and others who advertise in these pages, it has now become possible for the average player to also experience what Japan has to offer. Not only is it possible to buy new game systems like the Sega Mega Drive, NEC PC Engine and Nintendo Famicom, but you can also purchase many games that may never be seen for sale on these shores! With so many new options available to American game players, we feel it is our duty to bring our readers the very best that Japan and Europe have to offer not only in EGM's International Outlook and Next Wave sections, but also in an exciting NEW magazine that will not only let you see what these games are all about, but let you purchase them through selected mail-order houses directly! This new magazine, called Super Gaming, can be ordered far ahead of newsstand delivery by turning to page 10 of this issue!

No matter where the explosive news may come from, you can always count on EGM to be there first, with all the facts! In keeping with our International theme, move to page 93 for a special surprise and, as always, have some fun with your games!

STEVE HARRIS
Editor

PHANTOM FIGHTER



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Phantom Fighter is the martial arts game with a *big* difference. It's the new action game that lets you chop and kick against ghostly enemies with super natural powers! These zombie phantoms get even bigger and stronger as your skill improves. (But don't worry—you've got some magic of your own.) You'll be challenged by some tricky questions, Ghosts, puzzles, and dialogue make this Kung Fu challenge more unpredictable. Get your kicks with Phantom Fighter!

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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sensa Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148

NO WIMPY RUMORS!...

I read your article about the 16 Bit SFX. Then I read an article in another mag about the Super Fami-com. Both of the articles were about the same. But, in the pictures you showed the fire buttons on the controllers were different colors and the controllers plugged into different spots in the deck. The power switch was also a different color. Could you please explain the differences.

Tim Purcell
Slt. Lake City, UT

(ed. You're very observant Tim! This is a good example of the minor differences between a prototype and a production version! Rest assured that the pictures in our 1991 Buyers Guide were the correct ones as we were there at the Nintendo show in Tokyo when the system was debuted! The other picture you referred to was an older version of the Super Fami-com and not the production unit.)



GAME GEAR ON TV!

In the International Outlook section of issue # 14 there was a schematic of Sega's Game Gear. As I looked closely I noticed what seemed to be a line connecting the unit to a television

set. Could this mean that the Game Gear is the first hand-held video game that doubles as a home unit?

Steven
Baltimore, MD

(ed. Wow! you must have used a magnifying glass on that pic! Unfortunately the GG doesn't have a video output. The line shown on the schematic was for the Link cable. The "export" model will likewise be without a

video output.)

MORE SONIC THE HEDGEHOG!

I own a Genesis and I want to make the best decisions on which games I will purchase. The EGM staff takes time to document new and upcoming releases as well as provide "un-sugar-coated" reviews of electronic games. I trust EGM and you haven't steered me wrong yet!

Using EGM issue # 13 as a guide, I have to get Sonic the Hedgehog. He is the cutest concept in a Genesis game yet! Sonic would be the Genesis answer to the Mario Brothers cartoonish appeal that made the NES such a hit! Can you run more on this great game?

Collin Rey
Huber Heights, OH

(ed. Always glad to oblige a loyal reader. Look for the 'hog to appear in the states sometime next year!



NO MORE HINT BOOKS!

In issue # 12 Quarterman was saying something about putting hint books in Phantasy Star 3. When Sega released Phantasy Star I finished it in 3 weeks. When I purchased Phantasy Star 2 however, since I had the tip book, I

finished it in six days! Please Sega don't blow it! No More Hints!!!

Jim Carda

WHO IS SUSHI-X?

In issue # 13 you say that Strider is going to be eight meg? Could you do a mega-big review of the Genesis version? It looks like it's going to be the best game ever! Also tell Quartermann he's awesome and get a better picture of Sushi-X next time!

Maikael Thomas
Kent, WA

(ed. We couldn't agree more about Strider! As you probably know by now, Strider got our vote for the best game of 1990! Check out pages 78 and 79 for your mega-review! About Sushi-X, hmmm, he's always on the go and when we do see him we never have a camera. We did get him once though when he was out working (? in Japan!)



TURBO vs. GENESIS-- the FINAL FIGHT?!!

To settle the debate between which is better, TG-16 or Genesis, neither. The NES kills them both. Graphics aren't the half of it. Playability of games is one of the strongest factors in games, and Nintendo has it. So, 16 bit doesn't mean anything. Soon the NES SFX will come out with more colors, sprites, better resolution and a better processor. Think of it, the playability and fun of Nintendo plus the 16 bit graphics. Gives me the chills just thinking of it.

Damien Winters
Bear, DE

Who cares whether the Turbo is better than the Genesis? In less than one year (even by the most conservative estimates) we are going to have

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SEGA 32 BIT SYSTEM!!

Recently I've heard that there are rumors concerning a 32 bit converter for the Genesis! Please confirm this rumor, because if this is true, then watch out NES and NEC here comes Genesis!!

Tim Chung
Calgary, Alta.

You've got the most awesome mag out there! How about an in depth report on Strider? And what about the 32 bit Genesis??

J.C. Montoya

(ed. There have been many rumors about a 32 bit system for Genesis. Code name Giga Drive (Giga being 1000 times bigger than Mega, as in the Japanese Mega Drive), is still a long ways from production. It's not just a dream though, as the 'System 32' arcade version is up and running. And, we know that what fits on an arcade mother board can eventually be shrunk down to fit inside a Giga Drive case! For the first look at the forerunner to the home Giga Drive, feast your eyes on this!)



CROSS LICENSING!

I was wondering if the Genesis or the Turbo in the future will license the fantastic looking arcade game Aeroblaster? I would like it a lot if you had a big review on this game!

Kevin Mc Arthur
Oak Ridge, TN

In an upcoming issue, could you show photos of games available on multiple systems? I would like to see the similarities and differences.

(ed. Aeroblaster is indeed a great game. The good news is that it will be coming out for BOTH the Genesis and the TurboGrafx! Hopefully Nintendo is taking note of this as cross-licensing, which is very common in Japan, can only benefit everybody! Here are the TurboGrafx Genesis and the arcade screens!)



Turbo Genesis BUDOKAN, PRO & CON

I recently picked up a copy of your issue # 14 at the newsstands and the game review of Budokan caught my eye. I was completely shocked with what I saw. The numbers were mostly threes. I thought that surely this must be a joke but your reviewers were actually serious. I couldn't disagree more. I enjoyed the cart to the extreme. It's a totally realistic representation of the martial arts. Despite this, I will still count on you to bring me the best reviews that any magazine can.

John Beemus
Mariposa, CA

In issue # 14 your reviews were a little hard on Budokan. My friends and I think it is an awesome game especially in the two player mode.

Momez Rasdell
Philadelphia, PA

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I want you to know that you put out the best gaming mag I have ever read. As an avid Sega Genesis player, I truly appreciate your coverage of that system. I only wish that your review of Budokan had come out before I wasted my money on it. What a lousy game.

Duke Highfield

(ed. When it comes to simulations, it looks like you either love 'em or you hate 'em. Mind you, when we review a game we judge it on the play value and excitement it gives, and we'll stick by our guns, simulation or not, to let you know what's best!)



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**THE
"CREW"**

**S
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The head honcho has been squirreled away in his office ever since we got our Super Famicom. Super Mario World seems to be the best of all the games. I wish he would share!

**E
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Ed has been quiet this month with no new foreign trade shows to go to. He is tinkering around with the new Amstrad game system plus playing some of next year's Turbo CD's.

**M
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Martin's newest challenges are Vais 3 and Super Star Soldier. Don't tell Steve, but Martin's been sneaking into Steve's office to play Super Mario World. What a game!

**S
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X**

OK, we give up! Sushi-X, if you read this please call! We haven't heard from you in weeks! Why do we keep getting FAX's of your articles from arcades in Tokyo?

**Nintendo - FCI
Ultima-Avatar**

Type:RPG Release:Dec.
Levels: NA Difficulty:Hard



The long awaited sequel to the popular FCI RPG Ultima has arrived! This new NES game is derived from the computer version of Ultima 4 - The Quest of the Avatar. In this you must first become an Avatar by mastering a code of eight virtues. Along the way you gather your 7 fellow party members, and then head out to the mazes of the dungeons to finish your quest for the Codex of Ultimate Wisdom.

OK, so it's for the RPG crowd. There's still no denying the fact that Ultima and now this sequel really allow the NES to excel at role-playing in imaginative ways that introduce groups of characters into detailed fantasy worlds. I'd like more action, but for what it is, Avatar is great!

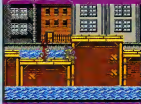
This is one BIG game! RPG players will work on this monster for weeks and it is good enough to keep serious players interested up to the end! Definitely not for the casual player as it requires total concentration, lots of maps and tons of patience. Still it's the best RPG the NES ever saw!

Avatar is a worthy sequel to Exodus, and Ultima fans should enjoy it the most. Another nice live quest with tons of items to find and mysteries to solve. Not only is the quest bigger, but the graphics and sounds have improved greatly making Ultima 4 the best in NES RPGs.

Slightly better than most role playing games with a little more action in the fight scenes, if you really get into these types of games adventures where you barely move very far before being surrounded by weird creatures then you'll love this.

**Nintendo - Capcom
Yo Noid!**

Type:Action Release: Oct.
Levels: 14 Difficulty:Avg.



The friendly looking character from the Domino's Pizza commercials is making his video game debut where the Noid is up against a city full of tricksters lead by the evil Mr Green. You're running down the sidewalks, across the wharf, and up on top of the rooftops in hot pursuit of the jovial jokesters. Armed with your trusty yo-yo, hyper-board, pogo stick and omnihover you must eliminate the enemy before they get you!

Yo Noid is the latest in a series of action game classics that have spilled across NES screens. Sure it has nice graphics and scrolling, but the execution is horrible, making you start at the beginning of each round no matter how far you get. The pizza intermission is also stupid. Average.

Noid is a strange game. It seems more for the younger player but it is too difficult for them. Experienced players will see this as a challenging game play but not the character. It is going to be one of the "seconds" which just won't get the attention it deserves.

While it seems Noid is targeted to a younger age group it has a high level of challenge that can be appreciated by experienced gamers. Nothing really special as far as concepts go, but solid game play and cute graphics produce another good game from Capcom.

What's worse than stale, cold pizza? Answer, this uneventful uninteresting and NO fun wonder! I wonder why?... so tell you. The pizza eating contest will turn your stomach faster than you can say "Ninja Turtles". Yonnoying!

Nintendo - Capcom Little Nemo

Type: Action Release: Sept.
Levels: 6 Difficulty: Easy



Journey to a land of wonder. Little Nemo receives an invitation to visit the castle in Sumberland. When he arrives the King has been kidnapped and Nemo sets off on a wild adventure looking for the ruler. It's a game set in a realm of imagination where anything can happen and it does. Huge toadstools, giant candy canes and oversized toys form backdrops for this children's adventure in a never-never land setting.

This game represents a down-scaled version of some of the best action/Adventure, successfully capturing the proven game play and mixing it up with some nice pastel graphics. The action never gets too furious, but the game remains solid throughout most of the adventure.

Another "sleeper" which has the look of a game for the younger crowd but the type of game play that the older players can get in to. The graphics look great and the game plays like a well designed adventure game. It's Rescue Rangers in a dream world.

Capcom has a history of making games with "kiddie" themes and great game play. Nemo is no exception. While the cute & cuddly theme may scare some players off, Nemo is filled with new concepts and excellent game play. Great cartoony graphics bring a Disney feel to it.

Watch out Megaman and Super Mario! Here comes the coolest character straight out of sleepy city.... Little Nemo! Non-stop action and constant challenge will keep you glued to this colorful adventure. Feed candy to the right character and ride'em cowboy!

Nintendo - American Sammy Ultimate Basketball

Type: Sport Release: Nov
Levels: NA Difficulty: Avg.



Lace up your hightops and get ready for some fast action! This basketball game offers a wide variety of options - 1 player, 2 player cooperative or vs. for either one game or a full 7 team tournament. With substitutions, close-up controllable slam dunks, spectacular 3 point shots, decreasing player stamina and a ref who just loves to call fouls, Ultimate Basketball provides NES owners a new look at the game of basketball.

American Sammy's addition to the competitive sports genre is a slam dunk! Basketball is pulled off very well, with lots of action moving back and forth on the court, with just the right amount of technique thrown in for some good strategy. A very good sports game for the NES!

There have been some good basketball games on the market but all lacked one or two important features. Ultimate Basketball easily lives up to its name and includes almost everything, including like the substitutions and the stamina meter. It plays fast and is fun!

Ultimate B-ball is definitely one of the better basketball games for the NES. The game is very similar to Pat Riley on Genesis. Nice graphics and cool close-ups when slam dunking enhance this extremely well playing basketball game.

This game certainly has some great new features for all you round ball hoopsters. Interesting "close-up" scenes are a welcome feature to an often done sport. Fouls and fast action dominate here and the only thing missing other than the shot clock is the joker in the courtline seat!

Nintendo - Enix Dragon Warrior 2

Type: RPG Release: Nov.
Levels: N/A Difficulty: Hard



The second in the popular series of Dragon Warrior RPG's is coming from Enix. Offering a quest four times larger than DW1, DW2 begins 100 years after the first saga. In this you must gather your party together, and set out into the countryside in search of Hargon the Sorcerer. Visit the towns, and build up your weapons and magic. Fight with the enemies to build up your levels as you search for the sacred crests.

Taking off where its predecessor ended, Dragon Warrior further journeys into a land that, while totally original, plays out in a fashion that is similar to Japan. The game just doesn't retain the same enthusiasm and while it may be a huge hit in Japan, it misses the mark in my book.

The main problem that DW2 has is the bad reputation that DW has on NES RPGers. DW2 is a sequel better than the original with a very long quest and plenty of challenging situations. Like Ultima, its only for serious players willing to devote lots of time to a difficult quest.

Dragon Warrior, Nintendo's wannabe Ultima, was inferior in many ways to the first Ultima. Just as DW2 is inferior to Avatar, DW2 was faithfully cloned nearly every aspect of the original Ultima (most of which are now referred to as travel books). A good RPG, but why settle for second best?

The king has been killed and the evil ones desire to control the world. How many times have we been in this situation? Too many times I'm afraid! This is the second in DW and I can hardly tell the difference or care!

Nintendo - Hudson Soft Adv. of J. Chan

Type: Adv. Release: Nov.
Levels: 7 Difficulty: Avg.



Jackie Chan and his sister Josephine are two of China's best Kung fu fighters. Josephine has just been kidnapped by the mysterious Sorcerer and Jackie must journey to the Sorcerer's castle to save her. Defeat the evil henchmen along the way and pick up bonus bells, and psycho waves, to renew your life energy and weapons. Use your special spin kicks and sky attacks to take out the bad guys.

While the name may not ring a bell at first, it shouldn't shy you away from what is, in reality, a quite good game. Mixing elements from both action games and other popular games, Jackie Chan puts together a challenging assortment of enemy characters and Bosses. Give it a try!

Jackie Chan is another average punch and kick game. Nothing really out of the ordinary here and although it is an interesting game it just doesn't have the uniqueness or contain anything out of the ordinary to make it stand out from the rest.

Jackie Chan is a totally cool game with decent graphics, a good level of challenge and enough action to carry you through the multiple levels of play. It's not really original, but the game plays better than most similar titles and boasts a variety of unique features!

The flying feet of Kung Fu Master are back! Jackie Chan! The Greatest martial artist since Bruce Lee is somehow stuck in Super Mario Land. Fighting game meets comical game and results in a good adventure anyway! Eat sushi and get this strong!

Nintendo - Hudson Soft Princess Tomato

Type: Adv. Release: Nov.
Levels: 8 Difficulty: Easy



Princess Tomato of the Salad kingdom has been kidnapped by the evil Minister Pumpkin. You are the brave Sir Cucumber and you must venture into the countryside to the foot of the Zuchiri Mountains where Pumpkin's castle is. It's a quest game designed for the younger player. Proceed down all the paths looking and taking everything possible. Fight the opponents you encounter with a game of scissors, paper, stone.

Although the adventure and Role-Playing aspect of this game may seem a little far-fetched, it gets an enthusiastic round of support from me due to the lively graphics and original way the storyline progresses. It bogs down in many places, but it's a riot along the way!

With a cast of characters out of the garden it is hard to take this game seriously. I never did care much for the scissors, paper, stone type of fighting and I still don't. It is a beginner's type of quest game and only average at best.

Princess Tomato is definitely one of the weirdest RPGs to ever be made. The story is not of your typical nature and the goals are equally strange. The graphics, which are displayed in detailed windows, are a cool twist, but this RPG most bow away anyone who's played similar fare.

Get lost in the kingdom where salad fights for self-preservation! Cute concept of the role-playing theme, but it just gets boring too soon. Go here, get this, turn here, go back, and on and on... After a while you just don't care if they survive or not... ranch dressing please!

Nintendo - Hot-B Palamedes

Type: Puzzle Release: Nov.
Levels: 20 Difficulty: Avg.



Hot-B has a new type of puzzle game which combines dice with poker. In this, you have a die on the bottom of the screen. Change the number on it's face to match up with one which is falling. This die then appears in your hand and your goal is to make as good a poker hand as possible. The better the hand the more rows of falling dice will disappear. If a falling die touches the bottom of the screen, you die.

This game tries to duplicate the feel countless other puzzle games on the market, and it does succeed in being different from most. The game wears thin, however, and while there are multiple patterns, Palamedes just doesn't have that addictive quality that made Tetris so much fun to play!

Dice and poker? I never thought it could be possible, yet alone enjoyable. But, it can grow on you if you give it a try. The one player version is OK but the 2 player version is exciting. It takes thinking and planning to beat the computer at a tournament!

Palamedes is a different type of puzzle game that involves as much eye-hand coordination as it does thinking skills. One-on-one play is the best, but it suits well on its own. It's not in the same class as Tetris, but Palamedes isn't bad at all.

A good cube type puzzler for those who can walk and chew gum at the same time! An interesting variation of the Tetris theme where fast thinking and quick planning are important! Good tunes and a tournament mode makes the game challenging. Let's shoot some dice!

Genesis - Sega Super Monaco GP

Type: Race Release: Sept.
Levels: 16 Difficulty: Avg.



Sega has converted their popular arcade to the Genesis format. With very little loss in the translation you now can challenge the top GP drivers in 16 of the world's toughest courses. Select from several types of transmissions and head out for a practice lap. Next, move up to a preliminary race then to the world championships! Select a computer rival and finish in the top 6 in order to get standing points.

This is video racing at its best! Not only do you get a fantastic translation of the popular coin-op, the Genesis version of Super Monaco also has many new scenes within a tournament setting complete with rivals, driving points, pit stops and more! Absolutely outstanding!

I like racing games. I loved the arcade version and very little has been lost in this translation. The car handles correctly and feels right. Lots of tracks to try and very difficult drivers to compete against. There's nothing more realistic on any system!

Super Monaco GP is without a doubt the hottest driving game to ever come along for a home system. It perfectly blends graphics energy with high intensity game play and special extras not found in the arcade. This game is tough, but extra challenge is welcome in a Genesis game.

Start on AUTOMATIC. Learn the tracks first on Free Practice. Totally realistic controls and feel of Formula car racing. I got fired by three different teams: Qualify like Senna. Race like Prost. Quit like Mansell. Try not to screw off speed, be smooth and you can be World Champion!

Genesis - Renovation Whip Rush

Type: Action Release: Oct.
Levels: 7 Difficulty: Avg.



Renovation's new side-view shooter puts you into a hyper jet in order to wipe out the alien forces which have taken over the planet. Grab lasers, missiles and an tag-along fighter to power up your ship in order to take out the oncoming squadrons of enemy ships. Get to the end of a level where a huge boss ship is waiting for you! Get to the end of the 7th level and go head-to-head with the fleet leader!

Whip Rush comes close, but in the end it simply misses the mark. The main ship controls in an awkward fashion that makes it difficult to fight in two directions. The game has all the expected Bosses and backgrounds, but they just don't have the crisp edge.

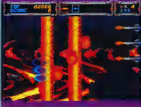
A good game to keep the shooters happy. Very good graphics and decent game play with huge end of round Bosses. It's not exceptionally difficult and good players will blow through it rather quickly. Start the game on Hard. It also could have been longer.

Whip Rush is a decent shooter, but it just doesn't have the extra flair that has made similar Genesis shooters so exciting. There are a good number of weapons and the rounds are broken up nicely, there simply isn't much beyond the usual shooter elements to hold this game together.

A quality shooter with beautiful graphics, different weapons and the usual BOSS enemies. Formations of fighters and objects to shoot that reveal power-ups are as conventional as they come. You've seen it all before... this game just doesn't go where man has never before!

Genesis - Sage's Creation Thunder Force 3

Type: Action Release: Oct.
Levels: 8 Difficulty: Avg.



Hop in your starfighter and jump into battle with hundreds of invading alien warships. Their attack is unrelentless and many times without warning but you can power up a few times where your weaponry assumes awesome proportions. Tack on a shield, a claw and you're ready for anything they can throw at you. It's a very intense shooter with some of the best graphics ever seen on a video game system.

Thunder Force 3 is as close to the perfect shooter as you can get. Eight explosive levels of blast-em-away action highlight this game that is definitely in a class by itself! The graphics, sound, music, full-screen Bosses and intense firepower all conspire to an incredible game!

TF3 is a better than average shooter with a lot of attention devoted to new types of background graphics. Great choices of weapons and a better than average variety of screens. Unusually well done tunes round out a great cart.

This is the best shooter ever made! Thunder Force 3 would be a perfect 10 if the game didn't go so quickly. Despite this difficulty problem, however, this game is the most magnificent looking, sounding and playing shooter ever created for any system!

A very addictive shooter with more than enough firepower choices. Interesting use of background scroll throughout. Great music accompanies game play well. Conventional, but great fun nevertheless. A cousin to Gradius and that's OK with me. What a family!

Genesis - Treco Atomic Robo Kid

Type: Action Release: Oct.
Levels: 6 Difficulty: Avg.



After an intense burst of radiation mutated all life forms on Terra-12 strange beings took over the planet. You are a special android and must maneuver through long tunnels destroying all of the mutants. Grab the power-up crystals for multi-directional fire, missiles and shields. Buy other items from an occasional merchant and watch for special portals which will warp you to higher levels and the mutant bosses.

Atomic Robo-Kid looks nice, but the main character controls in a sluggish manner and the variation in game play is limited. The Bosses are different from most games, filling up more than one screen in some instances, but the action and technique just isn't there.

It's been a long time coming but the junior robot is finally here. Lots of different screens, some interesting battles and a few different intermission dialogue screens. Standard weaponry but the buy shop is a good idea.

Atomic Robo-Kid has some of the best graphics that the Genesis has produced and the combination of action and shooting is kid out well. Robo-Kid is different from other shooters in many ways, so don't come expecting anything less than huge Bosses and intense firepower!

R2 D2's distant relative has gone berserk! Lost in a universe of weird technobots and strange scenarios, this is no job when it comes to dishing out punishment! A cross between berserk combat and a comical look leaves me wondering why this Robo didn't stay in school

Genesis - Sega Columns

Type: Puzzle Release: Sep.
Levels: 16 Difficulty: Easy



Sega's version of a Tetris-type puzzle game. In this all the pieces are the same size and shape but they contain three jewels which could be of different colors. As the piece drops downward you can switch the sequence of the jewels on the piece in order to get three or more jewels of the same color to line up either vertically, horizontally or diagonally. The matched pieces disappear, and the rest drop downward.

Columns is the first attempt by Sega to reproduce the action and strategy of a Tetris style game for the Genesis. The game is unique and plays good, but it's not in the same league as Tetris. A nice diversion with the usually unrounded 16-Bit features, but not incredible.

A fantastic game that is just different enough from Tetris to develop it's own following. It's better than Tetris in that you have to think in more than just the typical horizontal and vertical directions. By adding diagonal matches there is a third dimension!

Columns is a decent falling-shape puzzle game with a Klax-inspired twist. The speed and execution of the game are good, but the theme gets tiring after a while. It's more difficult to save yourself from mistakes, lending a bit of utility to the whole thing. Nice try.

A new diversion to the Tetris type theme, both colorful and satisfying to keep me coming back. Rotate and arrange different colored crystals in vertical, horizontal and diagonal formations of three or the same. Crystals dissolve faster than the value of the Yen! For blockheads only!

Genesis - Sega Strider

Type: Action Release: Nov.
Levels: N/A Difficulty: Avg.



Based on the Sega arcade game, this 8 meg Genesis version faithfully duplicates all of the levels found on the coin-op. You are a special agent who has been dropped deep inside of Russian territory in order to exterminate the evil rulers who want to take over the world. Fight through fortresses, in the mountains of Siberia, and in the hot jungles. Take on androids, attack dogs and even amazons in this action filled game.

Like Ghouls and Ghosts, this Capcom arcade translation is done to near carbon copy perfection on the Genesis. The 8 Meg of power inside this cart did little some of the best graphics ever and combined with the strong play mechanics, blend together to create an awesome game.

What a game! It's unbelievable what just a little bit more memory can do to a cart. Everything is here from the coin-op and it plays fantastic! Spectacular graphics, superb tunes and great game play. One look and you'll see why it's the game of the year!

From the game play to the graphics to the rockin' musical backgrounds, Strider is top class all the way! The action is intense and non-stop, and the sights along the way are so detailed you might think you're at the arcades. A few features are missing from the coin-op, but still first-rate!

Why is this game more popular now than when it was a coin-op game? If you've played that one, then here it is exact as can be and just as much fun if not more. Get your hands on this as soon as you can 'cause it's destined to disappear fast! How about the coin-op 'Willow' next?

TurboGrafx - NEC Battle Royale

Type: Sports Release: Oct.
Levels: NA Difficulty: Avg.



Battle Royale is a wrestling game with a new twist. It isn't a wrestling simulation and in fact it doesn't even try to be one. Instead, hook up your Turbo tap, plug in 5 controllers and get ready for a free-for-all inside the ring! Fight with anybody and everybody as there are no rules! The object is to throw your opponents out of the ring and the last one still in is the winner! It's a party game meant for multiplayer fun!

The digitized screens of the pretty babes are cool, but the game play in this home-grown Turbo title leaves a lot to be desired. In the multi-player mode, this card creates some fun, but otherwise it's a boring and laborious exercise in how to make a wrestling game that's no fun.

It's good to see that a game can be made for players to have fun. One advantage the Turbo has is the 5 player turbo tap and it's used very effectively here. Put 5 guys together and there'll be more wrestling in front of the TV than on the screen!

As a multi-player game this wrestling title is O.K., but nothing spectacular. If you're looking for a solo match, or if you just can't have any friends, however, Battle Royale will leave you looking for excitement some where else.

Incredible babes! This wrestler has lots of different characters, and plenty of rip-roaring action (mano to mano), as well as free for all! Great music, statistics and even the managers fight for the rights to each fighter. It has it all!

TurboGrafx - NEC Bravoman

Type: Action Release: Oct.
Levels: 22 Difficulty: Avg.



The king of the double jointed men is making his way to the TurboGrafx. Fight your way through 22 levels of land, sea and air battles using your special appendages which stretch out to unusual proportions. Punch and kick at the evil henchmen of Dr. Bomb as you make your way to the Ninja Temples of death where the mastermind of terror awaits you with his crew of mechanoid monsters.

If NEC ever makes another game with poor digitized voice that plays each time you attack, throw my Turbo out the window. Honestly, however, some very colorful graphics, and interesting modes of attack make Bravo a nice alternative to the normal clan of action games.

Bravoman is a strange character by all means! The game is rather uneventful with game play not out of the ordinary. Other than its one word vocabulary and the ability to stretch a point I didn't get excited with the game as it doesn't do anything new.

Bravoman starts out as a unique approach to an action game, but the play soon becomes repetitive and the voice effects are horrible. There are several modes of play, taking you both high and low, while super pastel graphics scroll by. A nice effort, but the play has been seen before!

Bravoman's arm and leg can extend 2 or 3 times more than their normal size in order to clobber enemies. Underwater, Bravoman becomes a submarine. Bravoman says 'Bravo' constantly throughout game play and it gets old real fast. Bravoman is boring! Bravo!

TurboGrafx - NEC Tiger Road

Type: Action Release: Oct.
Levels: 5 Difficulty: Avg.



Well Lee Wong, the forces of evil have struck again. It's time for you to get back to action because the sacred scrolls of the Temple of Ishuryno have been stolen by the Dragon God. His crime lords have also kidnapped the children of the city and you must free them as you progress through the game. Grab the ball and chain, ax and other weapons to help you in your battles with the enemy waiting in ambush!

Tiger Road is another middle-of-the-road fighting game that introduces your character and multitude of vertical and horizontal scrolling adventures. The action is nothing revolutionary, but it is presented well and supported by some clean graphics and sound.

It's a story line which we've seen and played many times before. Perhaps it's still exciting for the younger players but there isn't a lot of better Turbo games out there for the experienced gamers. Perhaps it'll look better on the Turbo Express any screen!

Tiger Road has a lot of nice elements that combine to make a new action game that may not be unique, but does succeed as what it tries to be: a good straightforward battle against a variety of foes. Bonus rooms and secret weapons help beef up both the strategy and options.

An interesting story of the Shao-Lin who must rescue the children kidnapped by the evil overlord. Similar, yet more so from the coin-op, this game takes me along the journey well, even game play and poor execution of the idea.

GameBoy - Ultra TMNT

Type: Action Release: Oct.
Levels: 5 Difficulty: Avg.



Our favorite pizza gobblers are back, and now on the small screen in glorious black and white. April has gotten herself kidnapped again and it's up to the half-shells to dethrone Be Bop, Rock Steady, Krang and all the other forces of evil who are loyal to Shredder! The journey takes you through New York City traffic jams, down into the sewers and into the Technodrome, where Shredder himself awaits our buddies.

Konami is one of the few companies that you can count on to support a hot title like the Turtles with an equally exciting game. The scene is familiar, with a nice side scrolling action adventure unfolding for all four turtles on their quest to save April. Good graphics, Bosses and more!

Since most GB games are puzzles, Turtles is an action game that will stand out from the rest. The game is well done with very good game play and decent graphics. It could have been longer and more of a challenge for the better players.

Fall of the Foot Clan falls in that exclusive class of GameBoy games that, while borrowing from the most successful game boards, delivers an honestly enjoyable adventure! The game is on the safe side and is way too short, but as far as execution is concerned, Turtles get thumb's up!

Choose your favorite Turtle and then it's off to battle the hordes of mean dudes and dudes that never stop coming. Maybe the best turtle game yet, this one's guaranteed slash and bash. Good music paces the action and if you're really good, pizza will magically appear! Domino dude!

GameBoy - Toho Godzilla

Type: Adv. Release: Oct.
Levels: 64 Difficulty: Avg.



When we last saw the big lizard he was resting peacefully with his family. But not any more! He is steaming mad as his son Manilla has been kidnapped and is hidden somewhere in the 64 screen maze. Climb the vines, punch out the birds and push the rocks off the ledges on top of the critters walking below. Do it quickly though as the timer is counting down and Manilla is counting on you!

Godzilla, while sporting some nice intermissions and music, is really little more than a goaded Pac-Man derivative on the small screen! Godzilla is a nice addition to the growing GameBoy library that should appeal to those who like to move in mazes and bash bad guys!

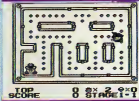
Godzilla uses a tried and true puzzle theme with enough levels to keep players busy for some time. I found it hard to stay interested through so many levels as it is repetitious. The difficulty curve is not too easy but it is cute to see Godzilla boxing!

There just isn't enough game here to make Godzilla the type of cart it could have been. The action is muted by the size of the characters, and the search through the city mission isn't as involving as it could have been. The game is also too short.

Fantastic music paces this puzzle game as a comical Godzilla bashes enemies with a boxing glove. Solve each round of play by revealing a special block. Experiment with solutions to each round in order to advance to the next one. A hairy game, but a good time every time.

GameBoy - Data East Lock N' Chase

Type: Maze Release: Sept.
Levels: 6 Difficulty: Avg.



Money, money everywhere! The trouble is it's not yours, but grab all that you can anyway. The police are after you now and all you can do is to try to run! Pass over all the dots on the screen and you will successfully evade the cops but they don't forget! They'll start after you in the next maze. If they get too close set up a barricade to slow them down for a while but eventually they will get you as crime doesn't pay!

This is a true Pac-Man rip-off that really didn't see much action when it was released almost ten years ago into arcades. The trap doors are the only real addition to the Pac-Man theme, but the action is OK and should do until Namco releases the real Pac-Man to GameBoy.

I liked Lock N' Chase years ago when it was out on the Intellivision. The fun is still there in the GameBoy version as it hasn't lost much in the translation. Controls is good and that alone makes it breaks a 4 direction maze game.

This is a good GameBoy game that fits the small screen very well. Collecting dots and avoiding enemies may not be new, but Lock-N-Chase has a few options that make it slightly different from the Pac-Man. If you're looking to clear dots off of a screen, then Lock-N-Chase should fit the bill.

The neat thing about GameBoy is the return to the simple games of yesteryear. This is a great little maze game that has one arcade machine in the Pac-Man days. It hasn't lost a thing since then, but has certainly improved alot with super lively music that keeps me happy.

Nintendo - Bullet Proof Pipe Dream

Type: Puzzle Release: Nov.
Levels: 256 Difficulty: Avg.



In this mind teaser you must become a speedy and efficient plumber. Different shaped pieces of pipe appear on the side of the screen. Take these pieces and connect them together to make a continuous pipe. But, slowly the pipe begins to fill with water and you have to stay ahead of it. Get extra points for loops, tunnels and reservoirs. For a wild version, link 2 together and play against each other!

This "race against yourself" is the type of game that the GameBoy is stated for best, but that doesn't make up for the fact that there is no action and little strategy here. Building the correct path of pipes may be the goal, but this game aches for something more.

While Pipe Dreams is not for everybody it is a thinker that at least is different. It's not terribly exciting if you play a one person game but it gets frantic, and turns into a whole new game when you play it in the 2 person cooperative or vs. mode.

Another portable puzzler with a slightly different approach at the same thing. One cool thing about Pipe Dreams is the way you're really competing against yourself more than anything else! Pipe Dreams is a cool version of these software that will have you trying to do better!

This is an excellent GameBoy time-puzzler! It's a fast race against an oncoming flow of water, tests your ability to place the proper pipe pieces in a sensible pattern. Success is strategy and movement in proper harmony! A thirst quenching and refreshing splash of challenge.

GameBoy - Nintendo Dr. Mario

Type: Puzzle Release: Nov.
Levels: 20 Difficulty: Avg.



The doctor is in! It seems that there are nasty viruses floating around at Nintendo and Mario has to destroy them with an overdose of vitamins. Like Columns, you drop capsules and each half could be either black, white or grey. Change the order of the colors as they fall. Match 4 halves either vertically or horizontally and they disappear. If they touch a virus of the same color it also will vanish.

Dr. Mario is an annoyingly over-involved version of Tetris meets Columns that takes a different approach and comes up way short. Sure, Nintendo has done the same old thing in a refreshing new way, but where's the fun?

Dr. Mario is a good update to Tetris. By not allowing matches on the diagonal makes the game a bit shallow and that if it still comes off well on the GameBoy. The puzzles start off easy but are challenging and fast paced in the higher levels.

Dr. Mario is Nintendo's attempt to clone Columns for the GameBoy (and soon the NES). Not only do you have to twist pills into position a la Tetris, but you must also place them in rows to successfully eliminate the viruses. It's complicated in higher levels, but it is different.

"Kids - Don't try to simulate this stunt yourself", these people are hardened professionals! Pop pills into formations that kill viruses, spin the pills into the proper positions and then line them up to quickly eliminate buggers to advance. Tetris part # 99.

Lynx - Atari Road Blasters

Type: Action Release: Nov.
Levels: 50 Difficulty: Avg.



The great Atari coin-op is coming to the Lynx practically unscathed. Hop in your super car and blow down the highway taking out the enemy in the cars and bikes that you encounter. Your fuel is limited so get extra gas from special fuel cells that you run across and grab the special weapons which the helicopter drops down to you. Find the warps and skip levels on your way across the country!

While the left and right movement in this game can be a bit tedious, once you get used to the handling of your attack car, Road Blasters becomes great fun. The point and fuel advancing expands the strategy beyond the normal "make through the race" theme. A very good conversion.

Road Blasters on the Lynx looks and plays great. The graphics are decent on the small screen and the little details are still crisp! The car handles well and the game retains all the features of the arcade version built in. Lynx players won't be disappointed.

Road Blasters remains very close to the coin-op on which it's based. You get power-up weapons, rapid-fire guns, bonus points to go for and some cool music and voice. Road Blasters is just another example of how good the Lynx can get - let's just see more games!

The date 1990, Los Angeles, more reports of freeway shootings are coming in...I take to the streets with a heavily armed cruiser and proceed to make myself at home on your way to Disneyland. Just like the arcade quarter-sucker but on the small screen! Makes me homesick!



**IF IT WERE ANY MORE REAL,
YOU'D NEED SHOULDER PADS
AND A HELMET.**

What makes TV Sports Football for TurboGrafx-16 more real than any other 16-bit video football game?

It's the only one for 5 players. The only one that lets your quarterback call audibles and reverse direction plays at the line of scrimmage. The only one that lets

you put a man in motion. The only one that lets you control both field goals and punts. The only one that lets you assign 3 different jobs to 3 defensive players. Throw in sports announcers, bone-crunching league play and killer graphics and sound, and TV Sports Football makes everything else look like pee-wee league.



It's the first video football that lets you play like a team.



Formation play.



A winning season has many rewards.



It's up! It's good! If it were any more real you could smell the locker room.



First down on 10 yards to go.



Here's your head coach McMill with the play by play.



The name of the game for video gridiron action.



NEC

GAMING GOSSIP

...Atari Developing New 16-Bit...Ninja GaiDen to Sega 16-Bit...Trouble at Activision...Joe Montana Troubles... Super C and Mega Man to GameBoy...New NEC Game System...Taito Inks Deal to Produce Turbo Games...

...Quartermann has scored big this month with the first solid news on what could become the most exciting new system of the decade! No, I'm not talking about the big 'N's' SFX, I'm pointing my joystick at none other than Atari Corporation! The creators of the console, who remained content with their position as the low-priced man on the totem pole, have decided to launch a superior system to sit next to their cutting edge Lynx portable! The new system, code-named Panther, reportedly uses an advanced 16-Bit processor and comes with a totally explosive package of abilities that include scaling, multi-field scrolling and more! While little else is known about the Panther at this stage, several of Quartermann's sources were told that the machine will absolutely, positively blow the Super Famicom away with its scaling functions (a strong feature on the company's Lynx)! Atari will neither confirm nor deny the rumors at this point, saying only that they've heard similar rumbblings. While it does seem to be a reality, Atari appears to be keeping their doors as well as their mouths closed until games are finally ready to play. Save up your money kiddies, it looks like the 16-Bit wars are going to be much hotter than anyone had planned...

...Meanwhile Sega's Genesis, the current king of the super system pile, looks like it will be securing its position on the forefront of gaming well into the new decade! The big Q has learned that several major Nintendo licensees are looking for greener pastures and all they see is Sega. While many of these companies still cower in fear of Nintendo and the punishment they may impose, several have the guts to make the move! Tecmo, already licensing games for play on the Lynx, is rumored to have a new Ninja GaiDen adventure ready for the Sega 16-Bit! Imagine Ryu taking on that nasty old Jaquio in 16-style! Whoa! Look for all the majors to start playing the field in the coming years...Another major third-party supporter of Nintendo's is also making the move, but to the Turbo instead of Sega! Taito is rumored to have tentatively inked a deal to score some of their biggest and baddest PC Engine hits over to the NEC mega-machine. With sales of the Turbo picking up thanks to a steady flow of super softs (and an equally depressing drought of Genesis carts), the deal with Taito is sure to secure even more of a market position for the Turbo...

...Speaking of NEC, many rumors are beginning to flow from the land of the rising sun, suggesting that the number one hardware producer in Japan may introduce something even more super than the Super Graf! Whispers of a 16-Bitter sporting an impressive array of capabilities are circulating and a formal introduction may not be far away...Don't trust him Jenny Z., he's up to no good!...Dark days are surrounding the first third-party software house to ever appear. Activision, a company that has long prided itself on quality work in both the video game and computer fields, appears to be on shaky ground - and I'm not talking about San Andreas! After a hot heralding of new NES licensees and Super Famicom development contracts, ugly utterings are beginning to fly from the company's northern Californian facilities...

...In a soap opera of video game sports simulations gone wrong, which also happens to be contributing to Activision's uneasy attitudes, Sega apparently has sacked their plans to modify Activision's Hard Yardage into Joe Montana Football. The project is now in dire shape, as outside developers in southern California have been called in to patch up the problems...In another twist, however, Sega may pull off a two-minute drill worthy of Mr. Montana. High level negotiations are underway between Sega and Electronic Arts to secure the rights to EA's John Madden Football which I can truly say is the hottest gridiron game ever created! While sources at EA hinted that the deal was a no, a quick title screen change and voila', you've got a new name and a new game...

...Look for several popular NES titles to go under the microscope and return as GameBoy gear! Both Super C and Mega Man will appear on the GameBoy screens as Operation 'C' and Mega Man 4!...What about them Borg! While I would have much rather seem the space battles and let the Enterprise waste these intergalactic killing machines, it was cool to see Picard saved and the universe restored to normal. One question - with no fleet, what does the Federation do if the Romulans come knocking at the door? Of course, call Nintendo...

- QUARTERMANN

CROSS TRAINING CAVEMAN STYLE!



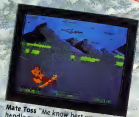
Dino Vaulting "Me do Dino Vault so bully Gronk no call me cave-spin no more. Also hope Crutla watch me the one cave-babe!" - Vincent



Sabertooth Tiger Race "Race not easy. Scurry sabertooth chase me. But me use competitor as shield. Better hunt eat food than me kitty-kiter." - Glunk



Clubbing "Me love beating - have best club. Cavemen head only thing harder than club. But hard to aim with head, so use club." - Gronk



Mate Toss "Me know best way to handle mate - by feet. Grab mate by feet and spin, spin-spin - then let go. Make world record." - Crutla



Dino Race "Me best dino jockey! Before race, tell dino he no win, and make dino shake for dinner - and he guest of honor. He run good." - Ugha



Firestarting "Firestarting easy. Rub sticks make spark. Me make big fire - play warm too warm - fire burn clothes. Then me start firestopping." - Thag

Welcome to sports training - 2 million B.C.! Forget jogging and weightlifting - Caveman Games is serious athletics. Six radical Neanderthals compete in hilarious and dangerous events. Winners

join the Caves of Fame, losers join the fossils! Struggling to survive has never been so fun! Get bashed, beaten, chased and eaten in the greatest pre-

hysterical challenge ever. It's cool cave action for one to six players!



CAVEMAN GAMES



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Super Glove Ball™



Super Mario 3™



Teenage Mutant Ninja Turtles®

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right, up, down. With the Power Glove controller, you'll also move in. Out. We say it's like playing in a virtual reality. Others say it's the future of video games.

So get a grip on the glove. And get a grip on your game. Everything else is child's play.



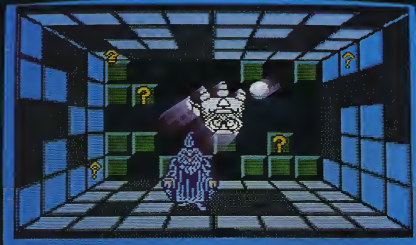
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SCORE: 0002310



LVL



25

04

04

28

SUPER GLOVE BALL. IT CHANGES EVERYTHING.

Forget everything you know about video games. Because this is different. This is Super Glove Ball.[™] And it's a whole new way to play.

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Ready? You're trapped inside an alien

spaceship. And there's only one way out. Bust through tiles. Knock through walls. Make your way through an awesome maze of confounding rooms filled with sharks, Wizards, Rasta Bombers. All kinds of creatures. All in 3-D perspective graphics you've never seen before.

Will you escape? Who knows?

One thing's for sure. Once you play Super Glove Ball, everything else will seem... flat.




Super
GLOVE BALL[™]



NEXT WAVE

DOUBLE DRAGON 3; CASTLE OF ILLUSION; DYNAMITE DUKE; SUPER STAR SOLDIER; AEROBLASTERS; WEREWOLF; ADVENTURE ISLAND 2; JOHN MADDEN FOOTBALL; TECHNOCOP

MENU

Nintendo	
Sega	
TurboGrafx	
Genesis	
GameBoy	
Lynx	
Arcade	

DOUBLE DRAGON 3

Acclaim

While at the Nintendo show in Japan, we happened to notice at the Technos booth the third in the series of the Double Dragon games! This one is subtitled 'The Rosetta Stone' and Billy and Jimmy evidently went on a journey after their last adventure in order to complete their martial arts training. Two years later, on their way home they met a fortune teller and she told the boys about a new worldwide gang of criminals. You must take on a new mission, which now spans the globe, in order to stop the gang before it's too late!



It's going to be a great 2 player game with all new moves!

ADVENTURE ISLAND 2

Hudson Soft



Hudson's favorite island boy is coming back for a second time in their sequel to last year's Adventure Island. In this game you must explore 64 areas in 8 different settings ranging from a hot arid desert, to a snow covered mountain range, down into the depths of the sea and of course, the familiar steamy jungle island. The hidden bonus rounds are



Ride on a friendly dinosaur as you cross the deserts, mountains, and swim under the sea!



back for you to find as is the familiar Hudson Bee. Blast through the levels on your skateboard or hitch a ride on one of the helpful island creatures. Blow away the snakes, snails, sea monsters and mountain beasts as you again try to save the princess!

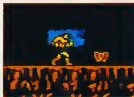


Get the skateboard, and wipe out the snakes as you look for the bonus levels in 8 new lands!

WERE WOLF

Data East

Take on a ghoulish bunch of mutants in Data East's new five level horizontal scrolling action/adventure game. Start off as a human, but power-up and change into a were-wolf! As such you gain extra speed, increased agility and very long claws which come in handy for climbing walls and slashing away at the monsters. There are plenty of hidden items with 1-up's, extra time, and other bonuses, plus the great intermissions to keep the game interesting and challenging!



Start as a human but get the red W to turn into a were wolf!



The animated sequences between levels add variety to the game!



As a were wolf you can cut the ghouls down to size with your claws!

TIME TO BRING OUT THE BIG GUNS. BATTLETANK™



Climb in and discover the earthshaking power of BATTLETANK™, the only NES tank game that puts *you* inside the tank!

Ten different missions take you through punishing enemy terrain and pit you against such bloodthirsty enemy defenses as tanks, copters, machine-gun fire, and mines. Culminate later missions with pulse-pounding full-scale attacks on huge enemy strongholds.

A Satellite Radar Map, 150mm cannon, .50 caliber machine guns, smoke bombs, and wire-guided missiles help you complete your orders.

Designed by Garry Kitchen.



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for play on the



SUPER STAR SOLDIER NEC

The original Star Soldier was one of the best NES vertical scrolling shooters made for that system. Now, NEC is bringing out the seque, and this version proves to be every bit as good, if not better, than the first. You can still get massive amounts of firepower and at times, there are so many enemy ships on the screen that there is almost nowhere to move. Tons of power-ups, huge bosses and great graphics are but a few of the game's high points!



Some stages take you over land.



The ring of death poses a formidable threat!



Huge bosses wait for you in each level!

Dozens of enemy ships come at you at once!



Build up your weapons to awesome proportions!

Super Star Soldier has 8 stages of constant, intense action!



AEROBLASTER NEC



Your weapons can be powered up 10 times!

Kaneko's popular arcade shooter is being converted for both the Genesis and TurboGrafx 16 home systems! In this side view, horizontal shooter you must eliminate all the aliens who have taken over the Earth. Game play gets intense but your more than a match for any enemy as your firepower can be built up in 10 steps! You'll need it all too, when you have to go up against the huge, full screen, end of round battle cruisers! Take a friend along as this is one of the few good 2 player cooperative shooters!



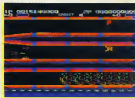
The Blaster Flash destroys everything on the screen!



The bosses take up the full screen!



Your ship comes equipped with missiles and lasers!



Down in the caves the passageway narrows!



Few live to finish this game.



Skull Jack, or Basher's fist will rearrange your face.



You'll face Ameloch the Hunter whose bite is bigger than his teeth.



Fight Aerial or the Tornado parasites will spin you to death.

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Licensed by Nintendo for Play on the



The whole thing started when you invented this radical formula that turns men into supermen. And someone stole it. You'll have to fight some very deadly interplanetary characters to get it back. And that's just for starters in Street Fighter, one of the toughest games for Nintendo ever. Play it today. You might even live to tell about it. Maybe.

CAPCOM
USA

MICKEY MOUSE

Sega



Normal toys are deadly enemies in Toyland!



All of the controls reverse in the topsy-turvy world!



Mickey Mouse makes his Genesis debut in a phenomenal new adventure game. Combine perfect animation, spectacular sounds and realistic parallax scrolling, with some of the best graphics ever seen on the Genesis and you can only begin to picture how well done this cart is. Throw in new techniques like screens that 'flip' (as do the controls) and the

'layering' of graphic screens to duplicate the translucent look in water! It's 7 levels up to and into the enchanted castle fighting with jack-in-the-boxes, toy airplanes, clowns and toy soldiers. But, don't think for a minute that this game is for kids. With lots of hidden passageways, bonus rooms and secret

areas, this game combines the best we have seen in a Super Mario type adventure, only better!



Note the translucent look in the water as Mickey swims!



The various bosses are large and perfectly animated.



DYNAMITE DUKE

Sega

Grab your AR-15 and start blasting away at anything that moves in Sega's interpretation of how Operation Wolf should have been done! Based on an old Fabtek coin-op, Dynamite Duke is a first person perspective type shooter where you take on a whole battalion of infantrymen armed with rifles, grenades, and flamethrowers. Gigantic helicopters, tanks, troop carriers also come on the screen, with their guns a-blasting! Some items hide more ammo and others restore your health. Get to the Level Boss, put down your weapon and start punching it out with him!



Shoot the tanks, troop carriers, and helicopters first as they pack a lot of damaging firepower!



Unlike the other first person perspective shooters, in Duke you have to slug it out with the Boss.



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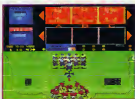
JOHN MADDEN FOOTBALL

Electronic Arts

Electronic Arts teams up with John Madden to make the world's best football game! Everything is here! The perspective is a very effective pseudo 3-D from behind your team. Play 1 or 2 player, select either a regular season, Sudden Death, or Playoffs; choose your team from those of 16 cities or go against the Madden All-Stars. Even the weather conditions vary as you can play in snow, rain or mud! Watch the scouting reports on the strengths of the other team or jump right into the game. The plays appear in 6 different sets, each with 5 different formations, each formation with 6 plays! The same detail goes for defense! Guaranteed to be a real hot title this season!



The game starts with a 3-D overview of the stadium!



Your offensive playbook is on the top of the screen!



Note the spectacular 3-D effect to the playfield!

Watch the power meters to get the most distance!



Fourth and long! If you're close enough to the opponents goal line, go for a field goal!

TECHNOCOP

RazorSoft



RazorSoft has converted the computer version of this game over to the Genesis. In it you are a law enforcement officer of the 21st century called Technocop. Your job is to singlehandedly eliminate a group of terrorists called D.O.A. Your quest consists of two parts. The first puts you behind the wheel of a VMAX Twin Turbo and you blow away the scum you pass on the road. Your crime computer leads you to the second part - tenement buildings infested with killer rats and terrorists. There you must patrol the halls and blow away (literally) the punks after you. Get by them and go after the D.O.A. gladiator. Do this and you're back in your car to race to the next emergency in search of the D.O.A. Kingpin!



Extremely graphic and bloody killing of people.

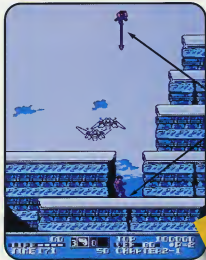


Blow away the mutated goons before they get you!



Run through the hallways to rescue the hostages!

Jump!



Power-up your anti-gravity belt, then jump almost 8 SCREENS HIGH!

END JUMP HERE!
START JUMP HERE!

Use super-human jumping skills to climb giant cliffs & tall towers.



With Low G Man you can Run, Jump, Slab, Seize & more!



Can You Handle the Responsibility to Save the Countries of United Earth from War-Crazed Robots?

The lives of trillions depend on you - Low G Man, the most skillful warrior alive. If you think you've got the guts, your stash will include a deadly armor-piercing spear, an electromagnetic disruptor and a super-human jump (up to 1 3/4 screens)!

If You Fail, No One Survives!

So don't. But just in case you'll have infinite continue & a password. You'll get rapid action, detailed scrolling backgrounds,

bundles of surprises, multiple levels, infectious music, heavy power-ups, and outrageously massive Bosses.

Are You Worthy of the Prestigious Title "Low G Man"?

Everyone can play Low G Man, but only a few can master the skills to save the CUE.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.



TAXAN
Consumer Division



AMSTRAD UNVEILS SURPRISE GAME MACHINE AT LONDON'S CES EXPO!

While most gamers usually associate the CES exhibition with the bi-annual trade event that ushers in the latest games and technologies here in the states, there is another CES show, born out of a more conventional computer show that is open to the public, that takes place once every year across the ocean in London. Primarily a computer software convention open to the public, the CES show (which is in no way related to the American CES) is the one place that European gamers can turn to for sneak peeks at upcoming trends, as well as purchase their favorite softs from the dozens of exhibitors that line the jam-packed halls (attendance of over 50,000 is not uncommon at the London CES).

While most of these shows have come and gone with few, if any, major announcements, this year's CES was different. Not only did Virgin/Mastertronic announce formal plans to officially unveil the Sega Mega Drive (which had been available in the grey market areas for over a year), but Amstrad, long a force in the low-end computer market, pulled a super coup by introducing a spanking new cartridge-



based game system to the great surprise of everyone in attendance!

The new machine, called the GX 4000, relies heavily on Amstrad's existing range of CPC computers. Some major modifications have been made, resulting in a cleverly designed console that comes well-equipped to take on anything the European market could bring on.

By current gaming standards, however, the Amstrad GX4000 is not much machine. The unit sports a Z-80A main processor running at a moderate 4 MHz, very similar to the Sega Master System. The GX4000 also boasts a full 64K of on-board RAM, 16K of Video RAM, and the ability to display up to 32 colors out of a palette of 4,096. The console uses a DMA for extra sound quality, although it is nothing to write home about.

The machine has built-in graphic sprite generators that enable it to

put up only 16 characters on-screen. They can be programmed within a 16x16 pixel area, although this active area can be double or even quadrupled.

And game quality? At this point it is standard Amstrad stuff, which translates into a pretty lackluster level of gaming. The carts are planned to remain in the 1 Meg area, not allowing much creativity in programming. The system will come with a racing game called *Burnin' Rubber*, and other European development houses are rumored to be interested in the machine.

What will the GX4000's impact be in the states? Not much, considering the fact that the abilities of the unit aren't anywhere close to the Turbo or Genesis. But, in a market full of boring computer games, the GX4000 may be the first system gaming the Brits will get since Konix Multi-System never showed!



*The first game for the GX4000 is also the pack-in, a cart version of **Burnin' Rubber!***

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inside

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players

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FACT-FILE

Manufacturer: Nintendo
Machine: Super Famicom
Cartridge Size: 4 meg
Number of Levels: 6+
Theme: Adventure
Difficulty: Easy
Number of Players: 1
Available: Nov 1990 (Japan)

SUPER MARIO

SUPER MARIO TAKES ON THE 16-BIT WORLD...

A Brand New World of Adventure!

Our favorite duo, Mario and Luigi, are coming back for a fourth time in their largest and most difficult quest yet! The game is Super Mario World and Nintendo is using it as the premier piece of software for their new Super Famicom 16 bit game system.

In this quest Mario has a whole world to explore! Like in his previous adventures, Mario's world is divided up into 6 different kingdoms, and each kingdom is further subdivided into individual levels. The last level in each kingdom is a castle, and the end Boss in each castle is one of the familiar foes Mario has battled before. After defeating the Boss we see a short intermission where Mario is shown actually blowing up the castle!

This being the SUPER Famicom, one would expect to see some amazing things being done in the game and that is putting it mildly! Remember Bullet Bill from the previous games? He has grown up and is now huge, about one-third the height of the screen! In other levels gigantic cylinder shaped rocks, as tall as the screen, drop down from the ceiling without warning.

Many of the characters and items from the earlier SMB games are back for an encore in SMB 4. The mushrooms increase Mario's size, the flowers give him firepower, the stars make him invincible for a short time and the power block converts bricks to coins.

Other characters have evolved into new creatures. The piranha flowers now jump out of the pipes. There is a new turtle who wears a football helmet and cannot be destroyed. And in addition to the regular surprise boxes, some of the question mark boxes



Mario can now fly



Bullet Bill is huge in Super Mario Brothers 4!

now have wings and can fly around the screen!

But what is a new SMB without fresh, new characters? Without a doubt the best addition to the game is Mario's pet dinosaur! When Mario grabs the golden egg power-up, it splits open and a smiling, green dinosaur appears! Mario can then hop on and ride his pet throughout the level, using the creature's abilities to take on the advancing groups of enemy creatures. Should Mario get hit by an enemy while astride the prehistoric power-up, the dinosaur drops Mario and quickly runs off the screen. Besides giving Mario an extra life, the dino also has a long sticky tongue which can whip out and eat the enemies coming at him! The bad guys give dino indigestion and he can use them as a



Dino can eat the enemy but they give him heartburn!

SUPER MARIO BROS. 4

WORLD



weapon. Press the fire button when other nasties appear and dino spits out heartburn type fireballs! But the most impressive new move is reserved for Mario himself! When he grabs a special feather, he puts on a cape and can fly on the

screen like Superman!

Like the previous Super Mario games, SMB4 doesn't set new standards for graphic detail and resolution but it does utilize many of the new features built into the hardware of the Super Famicom. One such new trick is the creation of multi layers of screen graphics. On the Super Famicom up to 4 layers of action can move independently! In one level, for instance, Mario is inside a castle. The back wall of the castle is one layer. A cyclone-type screen fence is a second layer. A third layer is a group of turtles climbing the outside of the fence and the fourth layer is another group of turtles climbing the inside of the fence. Mario must also scale the fence and in doing so he has to avoid the turtles coming at him. If he finds a revolving gate, he can hop on it and it rotates him around to the other side of the fence. This technique increases the play options even more!

Another new use for this layer technique is the ability to realistically duplicate the way items look when they are in water. Previously all that could be done is to have water around a character as he swims. Now by adding another graphic layer in between the swimmer



Mario can hop on a rotating gate to escape from the enemy!

and the screen, the real translucent look of the water can be duplicated. Waves and currents along with other moving objects can be added in layers to further enhance the appearance of the game.

In addition, the game now progresses visually a lot smoother. With the scaling feature built into the Super Famicom Mario can now 'zoom' in and out of the different areas in his new world. He can zoom in from an overview of the world to a close-up of the section of the level he is on, and then further into the actual game screen - all with the scaling that only arcade games could previously provide.



Note the translucent look that the water has in SMB4.

All things considered, Super Mario World is the perfect game to introduce the new super system. Containing a full 4 meg of cartridge memory, SMB 4 shows off all the great new features of the Super Famicom while still providing the longest, hardest and most realistic adventure yet for Mario and Luigi.



An overview of the entire world in Super Mario 4!

SUPER FAMICOM™



R-TYPE 2

Irem is bringing its currently popular arcade game to the 16 bit world. Duplicating virtually all of the elaborate backgrounds and huge animated bosses, R-Type 2 on the Super Famicom offers the same intense flicker-free action normally only found on the quarter gobblers.



GDLEEN

Seta's first Super Famicom cart is an RPG. In this you travel through the monster infested countryside fighting with beings to earn experience points and gold. Visit the towns to buy stronger weapons and armor and to talk to the people to learn more about your quest.



POPULOUS

Electronic Art's popular land-building computer game is being converted to the Super Famicom by Imagineer. In this you play a god-like person who must watch over and help his people flourish and multiply. When strong enough you can try to defeat the evil nation's army.



SUPER DARIUS

Taito is converting it's older arcade shooter for the new 16 bit system. Featuring smooth horizontal scrolling, multidimensional backgrounds, and huge end of round bosses, Super Darius performs nearly identical to it's coin-op cousin.



SUPER DEFORMER

A new quest/adventure game, set in a 3/4 overhead view perspective, is going to be Banpresto's first Super Famicom title. In this game you can choose from one of three characters and must explore a sky-high kingdom battling with alien life forms.

SUPER FAMICOM[®]



SIM CITY

Nintendo's fourth Super Famicom title will be a translation of the popular city-building computer game. In this you start with a vacant plot of land and slowly create a self sufficient community by adding residential areas, roads, railroads and factories as they are needed.



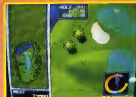
DYNAMITE BOMBUZAL

Hop from block to block in Mirror Soft's light and lively puzzle game. Set in either an overhead view or a 3/4 side view perspective, your goal is to blow up all of the bombs in the level. The wrong move though, could leave you stranded on an isolated block with nowhere to go.



ULTRAMAN

Bandai is bringing one of Japan's famous animated characters to the Super Famicom. Take on giant 25,000 ton dinosaurs, lizards and monsters in this side view action game. Punch, kick, flip and throw the beasts to stop them before they destroying the country.



HOLE-IN-ONE GOLF

Try for par in one of the most graphically realistic golf simulations ever made. Where fairways were once flat and level, they now have visibly distinct mounds and depressions. Sand traps have lips and the greens now have grain and multidimensional rolling slopes.



DRAKHEN

Set in a first person perspective, Drakhen offers some of the most detailed action and battle scenes ever created in a role playing game. Fight huge dragons, visit mysterious towns and travel through the countryside from a view set at eye level. Very realistic!

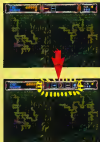
TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

THUNDER FORCE 3

(Technosoft/Genesis)

Power-Up Weapons - Thunder Force 3 is filled with some of the most intense power-up weapons ever seen on a game screen! Now you can collect all five parts of this awesome arsenal by using the following command. During play, at any time, press the 'Start' button to pause the game and then press Up on the controller pad 10 times; then press the B button once; then Down twice; and then the B button until the weapon meter is full. Press the A button for the Claw. Hit 'Start' once again to un-pause the game and you will now be able to select from any of the weapons available! Remember, this trick can be done at any time!



Get full power-up at any time in the game!

DUNGEON EXPLORER

(NEC/TurboGrafx)

Second Ending - To see a different ending to this game, enter the password DEBDE DEBDA. Press Button 1 and Run at the same time until a character appears. With this character, try walking through the walls. If you can then walk diagonally up and to the left to find the secret dungeon. Fight Halatos the blue dragon to get the Ora Stone. Go see the King and he will turn into Natas. He will then leave and you should go sit on the throne. Watch the new ending which will then start to appear!



Enter 3rd tree left of the entrance.



Beat dragon & go get the Ora Stone.



Sit on the throne! and read the message!

Go see the Manik.
Take that Johnny grose.
You can have it! I
eat the king's throat. This
is where the real power is.
I'll have all the girls books
and that cars I want. It's
going to be a nice life for
me from now on. Do let's
round up the girls we want
and party, come this king is
me with and create great!

GARGOYLE'S QUEST

(Capcom/Nintendo)

Last Password - The last password possible in this game will take you near the end. You will have all of the items needed and all you will have to do is to beat the last two bosses. Enter the Password: 9CJA-5LHB.

Jorge Pameto
Ponce, PR

ASTAYNAX

(Jaleco/Nintendo)

Game Continue - When Game Over appears on the screen, press the A button, then the B button, then Select, then Start. You will continue on the last board that you died on.

Alex Grandwielewski
Hamilton, Ont

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- Single player action
- Superior graphics & music
- 6 special weapons
- 4 "Power up" items
- 9 Cinema displays
- 20 Different stages
- Continue option

- Single player action
- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Coaching mode
- Password for continued action
- 12 teams
- Super action cinema screens

• 1 or 2 players

- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches



- 1 or 2 players
- Superior graphics
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- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



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ARNOLD PALMER GOLF

(Sega/Genesis)

Secret Tournament - There is a secret tournament in Arnold Palmer Tournament Golf. If you enter lower case letter 'l' all the way across the top portion of the password box. Across the bottom portion of the password box type all '9'. Do this and you will be in a new tournament with a different caddy who tells you much more than the one in the game!

James Mendoza
Lincoln, CA



Enter the strange password as shown above.



Play in a new tournament with an older, more talkative caddy!

SUPER MONACO GP

(Sega/Genesis)

Last Race Password - Here's a password that will put you in the last race of the year, on the best team, and with a big point lead! It is so good that even if you lose the last race you

will still win the World Championship!
Enter: 15G2 B3E4 DJ00 0000 000H
00J2 C4H7 658A B9DE FOH9 1000
0041 0000 0000 F200 71D7.

Charles Nivison
Clarksville, MI

PHELIOS

(NAMCO/Genesis)

Extra Difficulty Level - In Phelios there are two difficulty options to select from in the beginning of the game. If you select the Easy option you can only play the first 4 levels of the game. In order to see the ending you must play the game at the Advanced level. Should you finish the game and then go to the options screen you will see that a new Expert level has automatically been added! Are you good enough to beat the game again at this super-hard setting?



CRATER MAZE

(NEC/TurboGrafx)

Access Difficulty Levels - If the game plays too easy there is a way to make the game harder. Enter the password: blue head facing backwards; blue head facing backwards; read head facing right; blue head facing front.

Florintino Sierra
Lawrence Mass.



Play the game at a harder difficulty level with this code!

THUNDERBIRDS

(Activision/Nintendo)

Level Select - To begin the game at any level press diagonally up and to the left while resetting the game. Then press A, then B, then Select.



DOUBLE DUNGEONS

(NEC/TurboGrafx)

Free Hit Points Password - To get over 60,000 Hit Points plus other unusual items, enter the password: Player02 . This won't fill all the spaces. For the remaining spaces in the password enter all - (dashes).



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Warning: The Foll Chills, Dizziness And

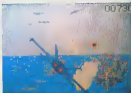


Atari Lynx™ comes with AC adaptor, Comlynx™ cable and four games on one Lynx game cartridge.



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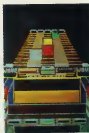


Electroop: Rescue the kidnapped daughter of the president. Invade the Steel Complex where dangerous robot traps protect the Cardinal Brain.



California Games: Surf your brains out. Skateboard the Half Pipe. Juggle the Foot Bag. Slam off the desert berms on your BMX bike.

Chip Challenge: Help Chip through 144 levels without getting nailed by cherry bombs, water-traps, and hundreds of other hazards.



Klax: The latest arcade mega-hit from Atari Games. You must form "Klax" from colored tiles tumbling down the conveyor belt. 100 levels.



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Connect up to 8 Lynxes. On some games, all 8 players can be on screen at once.

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TEENAGE MUTANT NINJA TURTLES

(Ultra/Gameboy)

Bonus Stages - There are three bonus stages in the game but they are hard to get to. During the title screen press down on the control pad with the A and B buttons. Press Select, then Start. After doing that you will see a question mark after the stages that you can pick. Press the Start button again to begin at the desired level.

Ryan Victorino
Richmond, CA

TOTAL RECALL

(Acclaim/Nintendo)

Free 1-Up - To get a free life in Total Recall go to the movie theater in the very beginning of the game and sit through the credits. Do this and you will be rewarded with a free 1-Up.



Ben Wells
Highland Hts, OH

DAEDALIAN OPUS

(Vic Tokai/GameBoy)

Top Secret Level Select - If the award winning Daedalian Opus has you stopped dead at a point where you just can't proceed, enter the password ZEAL and you will be given a hidden level select!

Barry Wong

NEMESIS

(Ultra/GameBoy)

Bonus Starting Power-Ups - For that extra edge in this challenging GameBoy cart pause the game once the action begins. Then enter the familiar Konami password: Up, Up, Down, Down, Left, Right, Left, Right Button B, Button A, then Start. If done correctly your ship should now have a shield, two options, missiles and a laser!

Tim Walker

CAPTAIN SKYHAWK

(Milton Bradley/Nintendo)
Stage Skip Trick - On controller number 2, hold Up on the control pad and press the A and B button once at the beginning of each stage. As soon as you see your jet fly onto the screen use the above trick to see your jet fly off to the next mission.

Repeating this trick at each mission will eventually get you to the final battle.

Nick Schmutte
Waukesha, WI



Start game play at any level
with this special trick.

NARC

(Acclaim/Nintendo)

Secret Extra Continues - When you see the title screen, press and hold the A button, the B button The Select button and Up on the directional pad. Then Press the Start button.

Jon Horton
Wheelersburg, OH



Start the game with two
continues!

SWORD OF VERMILION

(Sega/Genesis)

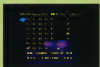
Sound test - To listen to the sounds and background music in addition to seeing different shades of different colors in this fabulous RPG, on controller 2 press and hold down buttons A, B and C and then press the Start button.



Get a color test and listen to the BGM.

PSYCHOSIS

(NEC/TurboGrafx)



Hidden Sound Test - In this mind-bending game you can listen to the bizarre sounds used throughout the game. To access this screen, at the title screen, hold button 1, button 2, the Select Button and the Run button. Once at the sound test use the control pad and button to choose your music. Use the Select button and button 1 to choose and listen to a sound effect.

Yoni Yasgur
Cherry Hill, NJ

PSYCHOSIS

(NEC/TurboGrafx)

Begin at Level 2 - To start playing the game at the second level rather than at the first, when you see the title screen hold Button 1, Button 2, Up on the control pad, the Select Button, and the Run button until the words "Welcome to World 2" appear on the screen! This trick is especially useful if you want to zip into the more challenging levels!

Start at level 2!

Yoni Yasgur
Cherry Hill, NJ

DRAGON'S CURSE

(NEC/TurboGrafx)

Last Level Password - To skip over the first parts of this quest game, enter the special password: Y18VDAXVYEYJTD. By using this code you will start off



Enter this code to start at the last level!

with all the Legendary Weapons, 8 hearts and \$18,432.. This last level is located in the sky and to enter it you must fly to the left in order to enter it.
Jason Vaailaa
Dallas, TX

METAL FIGHTER

(Color Dreams/Nintendo)

Level Select - To be able to start at any level in this game, when the title screen comes up press the Select button 1 time less than the level you want to start at. That is, press the select button 5 times to start at level 6.

Dan MacInnes
Duluth, MN

BACK TO THE FUTURE Pts. 2 & 3

(LJN/Nintendo)

Warp to the Year 1875 - At the title screen, hold the A and B buttons and then press Select. A bunch of seemingly random letters will come up on the screen. Arrange them to spell FLUXCAPACITORISTHEPOWER. The title screen will come up again. Press start and a different story comes up and a bird will drop you into the year 1875.

David Johnson
Circleville, OH

INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

EGM Visits the Offices of Japan's Number One Magazine - Famitsu

Where do you turn to for the latest information on new games, systems, tips and tricks? To game magazines like the one you're holding. Because electronic gaming is such a specialized field, fan magazines often provide the only source for hard news and information from within the industry.

In Japan it is no different. More than dozen video game magazines compete against each other for the hot news, previews and tricks. The most popular magazine is called Famitsu and is published every two weeks! Each issue is usually over 200 pages, with dozens of spreads that explode with color and photos! Besides all of the fancy layouts, "Bi-Weekly" as it's known in American circles also uses a multi-reviewer panel similar to our Review Crew!

Over 40 people work on Famitsu, each assigned to a different system and together making "Bi-Weekly" one of the best gaming mags in the world!



All of the pages in Famitsu are filled with dozens of color photos, maps and illustrations explaining exactly what the game is all about!



The Famitsu editors



The Famitsu offices



This device prints photos from the games!



Every Famitsu cover features their mascot, Necky the Fox, in a game situation!

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S'more HOT HINTS

"FROM THE GUY IN THE BACK".



MINOTAUROS holds the most powerful weapon...**THE MACE**. Use the start button to select **THROWING KNIVES**. Minotauros moves from left to right so hit him with the knives until he gets close then jump up and let him pass under you.



In **THE CRYPT**, you will come to this pillar, stay on the pillar! The **SALAMANDER** will attack and fall off the cliff if you don't try to fight him. Once again, discretion is the better part of valor!

GUARDIAN DRAGON bars the exit to a level of **CASTLE DARKLARZA**. All weapons have the same power against them so use the **THROWING KNIVES** to the head. Use this pattern to avoid **GUARDIAN DRAGON**.



The trick to destroying **MEDUSA** is to keep her away from you. Using **THE MACE**, you can quickly push her away, out of range from her gaze. For a challenge, try using throwing knives and timed jumps.

Jump up and touch fairies to restore your health. The red meter is health and the blue is experience. Trashing creatures adds to the experience meter and each time it fills up, both meters get bigger.



You must battle your way through 9 stages to free Princess Amoreena. Use the control pad to select any one of 5 levels of **CASTLE DARKLARZA**. You must clear the top and bottom two levels before moving to the center.



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FACT-FILE

Manufacturer: Capcom
Machine: Nintendo
Cartridge Size: 2 Meg
Number of Levels: 14
Theme: Action
Difficulty: Easy
Number of Players: 1&2
Available: November '90

START



Prepare the Noid for his upcoming adventures on the map screen before each round!



THE NOID DELIVERS!

Sometime in the near future, the Earth is overrun by the armies of a mysterious and evil leader known only as "Mr. Green". His goals of complete control over the pizza-eating population have led him to take on



everyone who stands in his way, including the pizza-loving pile of play-dough, the Noid!

Made famous as the fall guy for Domino's Pizza, Mr. Noid now stars in his very own Nintendo game, going up against the ruthless Mr. Green and his wacky group of opponents.



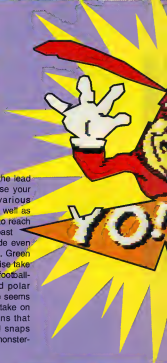
The game begins by placing you in the lead role as the Noid himself! You must use your jumping skills to overcome the various obstacles that appear along the way as well as jump the pitfalls that frequently appear, to reach the goal of each round. These races, past multiple scrolling backgrounds, are made even more difficult by the various allies of Mr. Green that appear to block your path or otherwise take on the Noid! These attacks range from football-dropping renegades to hard-headed polar bears! The Noid isn't as helpless as he seems either! You can command the Noid to take on the bad guys with a variety of weapons that include a yo-yo that fires ahead and snaps back, to a killer skateboard and even a monster-mashing pogo-stick!



LEVEL ONE -
Start your quest seaside on platforms that rise and fall!



LEVEL TWO -
The ground turns slippery here! Watch your step or you may fall!





After some of the rounds, the Noid faces off against pizza-eating rivals for bonus points!

Different weapons appear at different locations within specific levels, giving the Noid even more options! There are even secret attacks that take out all the enemies at once!

At the conclusion of certain levels the Noid can take on the local pizza-eating champions sponsored by Mr. Green! Depending on the your skills at collecting power-up items and other icons during each level of play, you will be awarded with different cards to play against the rival Noids! Whoever has the higher pizza card wins and is allowed to consume the difference in pizzas! The first Noid to fulfill his quota of pizza is the winner and takes home the bonus!

Yo Noid! does enjoy nice graphics, and a good share of action for players of all ages!



YO-YO

This is the Noid's primary weapon! It has a limited distance, and is not terribly effective!



SKATEBOARD

Radical dude! The Noid hops on his skateboard and tears up the road! Jump on enemies to stop 'em!



POGO-STICK

Jump on the bad guys and get rid of 'em! Press the jump button at the same time to skyrocket up!



DOUBLE

This power-up multiplies the number of pizzas you choose in the pizza-eating contest by two!



HOT SAUCE

At first the rival wins and then YOW!! In the pizza contest this keeps your opponent from scoring!



PEPPER

Another way to keep the other Noids from keeping their pizza down. Pepper makes their pizza taste bad!



LEVEL THREE -

The Noid steps on a skateboard for all-new radical action



LEVEL FOUR -

Above the city, continue the fight for justice (and pizza)!



VIC TOKAI Revue!

Golgo 13™

Air wolves and iron tanks? Hey, this dude eats heavy metal for breakfast. The man likes to pack a custom M-16, but his karate kicks to the chops are just as deadly. He's anybody's agent if the price is right; and he's everybody's worst nightmare. **Golgo 13™** is the secret code for action. Air combat anyone? **Golgo 13™** takes you right up the tailpipes of bellowing bombers, right through the little choppers, and right around screaming interceptors. Whether it's crunching karate combat, tense underwater tank warfare, or the sizzling laser fights in the best mazes in video, **Golgo 13™** means action. In fact, there's so much action that you'll probably wear down the B-button.



Conflict™

At the break of dawn, the eerie sounds of heavily-laden tanks pierce the morning calm. The metallic reflection in the distance only proves that the sun is bright, but who is it?

Are these tanks the armored support you called for, or has the red machine broken through? There is little time to react. Should you wait till your men are in range, or should you attack them now?

As Commander-in Chief, you've got no time to waste.



The Mafat Conspiracy™

A "StarWars" satellite has been snatched out of earth orbit, the inventor of satellite capture technology has disappeared, the C.I.A. and the K.G.B. are blaming each other, and the world edges toward nuclear oblivion.

Golgo 13 is back just in time. **The Mafat Conspiracy™** is a phantasmagora of action and interaction. Your eyeballs will stretch from their sockets as you speed through Europe in Golgo's Ferrari. Your bones will rattle as you leap across the cars on the Orient Express. And if you think you've seen bad dudes, wait till you feel the power of Duke Togo's wicked karate kick.

The Mafat Conspiracy™ is for those who demand the very best in video games. See it at World of Nintendo, and we'll prove it to you!

Kid Kool™

In a realm that might have been, in a time that could have been long ago, or just tomorrow, a good king lies dying. The enemies of the north are massing for an attack on his kingdom.

The good king's sorcerer has been searching for magic and out of desperation pulls a rockin' rebel from the eighties back in time. **Kid Kool™** is sent on a quest to help retrieve the seven wonder herbs, the only hope to save the king.



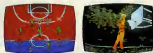
All-Pro Basketball™

Bored with simple-minded one-on-one basketball? Disappointed that only three men on your team can dribble down court? In a foul mood because the guy who made the basketball game you bought seems to be using hockey rules?

If you're a die-hard gym rat who can play the game, and expect your competition to be the same way, then it's time to play ball because All-Pro Basketball™ has arrived.

All-Pro is true all-court Five-On-Five basketball complete with long-range jumpers, in-your-face stuffs, passes, steals, rebounds, fouls, and even a half-time show.

If you're new to basketball, buy the other games. But if you're a real basketball junkie, leave that weak stuff on your home court, and let's get down to the pro game.



Clash at Demonhead™

Professor Plum and his designs for the dreaded, death-dealing doomsday device, Dead End, are in the clutches of the diabolical Lawbreakers—a sinister society dedicated to the destruction of mankind. It's only a matter of time before the Dead End Device is assembled and the final countdown to global Armageddon begins.

As Sgt. Billy "Big Bang" Blitz—the youngest and gutsiest commando of the Special Assault Brigade for Real Emergencies (S.A.B.R.E.)—your mission is to foil the Lawbreakers' insidious plot. To accomplish your mission, you must find the shortest route to the summit of Demonhead Mountain, where the poor professor is being held prisoner. Rescue the professor, and you save the world from total destruction. But if you should fail...

Terra Cresta™

Bored with action on earth? Sick of hohumming it around the neighborhood? Need some excitement in your life?

Take off into space with Terra Cresta™. You'll be hurled in to space and thrown into a fight with the evil forces of darkness. Only you can break through the enemy's treachery and beat Mandora, the Supreme Commander of the evil that awaits.



GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY

Daedalian Opus™

The ancient land of Daedalus is governed by symmetry and time. It is a land, where your progress will be severely tested by the challenge of myriad shapes and blocks. It will take the art of Daedalus and the power of your mind to solve the confounding riddles of the blocks. To be beaten is ordinary, to achieve victory is an art.

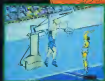


DON'T GET FAKED OUT OF THE GYM.

You've seen the weak stuff. The two-on-two's and the bogus "full-court" games. But you're a die-hard gym rat who can play the game and expect a lot more than what they've got. Now, you're going to get it!

All-Pro Basketball gives you true all-court, five-on-five pro ball, tournament mode, 1 or 2 player control, player substitutions for tiring starters, slam dunks, blocked shots, fouls, cheerleaders, and a half time show!

Now leave that weak stuff behind, and get down to the pro game.



VIC TOKAI INC. • 22904 Lockness Avenue • Torrance, CA 90501

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FACT-FILE

Manufacturer: Irem
Machine: Nintendo
Cartridge Size: 2 Meg
Number of Levels: 100+
Theme: Puzzle
Difficulty: Average
Number of Players: 1
Available: December 1990



Chaos in the Kingdom!

It once was a peaceful kingdom of friendly, kind people. Unfortunately, this land didn't stay so serene as a wicked wizard king wanted everything for himself. Using his magic powers the wizard quickly overpowered the helpless people, put everybody including Princess Mira, into 'dream bags', and turned the entire kingdom into a frozen wasteland.

It is your job as Kickie to progress through all of the areas within each of the four lands in the country and eliminate all of the Wizard's henchmen and rescue your friends who are held captive in a dreamless sleep.

Kickie Cubicle is a captivating puzzle game much on the lines of the old coin-op game Pengo. More recently though, it contains similar concepts seen in the Lolo series of NES carts where planning and



strategy is more important than quick moves.

Your main weapon is your 'chilling' ice breath. Breathe on the enemy and they instantly freeze! Give them a kick and they're out of your way! Clear a couple dozen mazes and you come to the end of the land you're in where you must then beat one of the Boss creatures.

Kickie contains over 100 different and challenging puzzles!

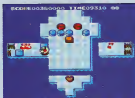
Throw in springs, hammers, bonus stages and secret traps and the game quickly turns into a puzzle game with levels which start easy but increase in difficulty as you get better!



You can walk on water! To get to islands, freeze a Noggle and push him into the water to form a bridge you can walk on!



Occasionally you may uncover one of Princess Mira's rings. Get it and go to the Bonus Stage!



Use the hammer for turning cubes. Push one at it, & the hammer will hit it away!



Get to the end of a land and be prepared to take on one of the Wizard's Bosses.



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The hot arcade action game comes to the Sega 16-Bit as the largest cart yet: a full eight meg! Superb graphics and plenty of challenge!

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A spectacular shooter with vivid graphics, smooth animation and lots to shoot. Boss creatures fill the screens of five levels of battle!

ONLY \$79.99



The sequel to Shinobi brings the hero against all-new bad guys with the help of a special attack dog! Sizzling graphics and game play!

ONLY \$79.99

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FACT-FILE

Manufacturer - Sega
Machine - Master System
Cart Size - 2 Meg
Number of Levels - NA
Theme - Sports - Football
Difficulty - Easy
Number of Players - 1 or 2
Available - November '90



JOE MONTANA FOOTBALL

Fourth and One!

Continuing their support for the Master System, Sega is bringing out a new football game. Replacing Walter Payton Football, which itself was intended to update Great Sports Football, super-star Joe Montana gets the nod for Sega's big name endorsement!

In this version of football you can either play against the computer or a friend. For teams, you can select from any of the 28 'real' professional teams. When you are on offense you have 11 different plays to choose from. The first play which you will see is 'Joe's Play'. This is actually what he would do in the same situation! Use it or pick a one of your own from the visual playbook. After the ball is snapped you can select from any of the eligible receivers or streak across the field on foot. On defense, you can choose from 6 different formations and then control any one of the 9 players. You have 3 time outs for each 20 minute half, and at the end of each successful scoring drive you get the current stats for both teams.

While it won't win awards for being the best grid iron simulation, the eight-bit version of Joe Montana does allow you to star in the role of the super bowl champ!

CHOOSE FROM 11 DIFFERENT OFFENSIVE PLAYS!



Joe Montana has selected 11 of his best offensive plays for the Master System version of his game. While the names sound strange like 'Pray for Rain', 'Up the Gut' or 'Seam Splitter', they do work well when playing against the computer.



FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

MEGA PLAY

The Ultimate ALL-SEGA Magazine!

Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you **NEED** Mega Play!



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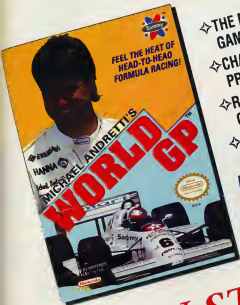
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TURBO CHAMP

CD-ROM SPECIAL!

CD-ROM technology has been getting a lot of attention over the past several months. Commodore has their new CDTV; the High Sierra format is also out for the home computers; Codemaster of England has their CD Games Pack for the Commodore 64; America is working on a CD system for the Nintendo; Sega soon will have a CD-ROM system for the Genesis; and NEC has their CD-ROM system for the P C Engine/TurboGrafx 16! Of all of these though (and there are even more), the only one which is even somewhat popular is the system from NEC.

Why all this interest in CD technology? Memory! Tons and tons of memory! 550 megabytes per disk to be exact. To gamers who are used to memory being expressed in bits that is 4.4 gigabits! Or, over 2000 2 meg carts. In fact, if you took one of every home video game cart ever released in the U.S. in the last 12 years, they all could fit on one CD, and still have room to spare!

With all that memory, what can you do with it? Lots! Now the audio portion of the game doesn't have to take a back seat to the graphics. In

Y's for example, there is over 42 minutes of true stereophonic high fidelity background music! Also, the human voice can be replicated with uncanny precision as demonstrated throughout the J.B. Murder Club disk.



All of the U.S. game carts ever made could fit on 1 CD!

Even with the audio maxed out there still is room on a disk for dozens of megabits of game graphics in up to 2000 screens. In Y's there are two full length quests, containing 1700 different screens. This is in addition to over 20 minutes of cinema-type intermissions throughout the two quests!

Sports games can also benefit from the increased memory available on disks. *Accolade's* upcoming title - *Jack Nicklaus Turbo Golf* by



Accolade is coming!

Jack Nicklaus' Turbo Golf will have 18 holes on their TurboGrafx cartridge game, while the CD version will contain 90 holes plus 3 full digital

soundtracks. Baseball simulations

could contain the statistics on every player who ever lived!

NEC plans to take the CD technology into other areas. The home educational market is one of these. Their new Magical Dinosaur Tour CD is a virtual encyclopedia on the subject. With dozens of screens showing how and where they lived millions of years ago! In addition, a CD from Discus will contain 10 children's books with full voice.



Another use for CDs is as an educational tool



Long, complex mysteries like JB Murder Club are possible!

NEC of Japan plans to bring out a monthly magazine called Ultrabox on CD. It will feature game reviews, game news and even a video game!

Interactive murder mysteries like Sherlock Holmes and the J.B. Murder Club will combine digitized still video frames with pull down menus and full



Valis 2 has great action with cartoon-length cinema intermissions!

voice! Beyond this the sky is the limit! NEC has even found a way to bypass the unit's buffer and offer video on the fly!



The NEC CD-ROM can play the new CD+G disks.

FACT-FILE

Manufacturer: NEC of Japan
Machine: PC Engine
Cartridge Size: CD-ROM
Number of Levels: NA
Theme: Detective Mystery
Number of Players: 1
Available: Oct. 1990 (Japan)

WHO KILLED BILL ROBBINS?



With the large amounts of memory available on a CD, new types of games, which were prohibitively memory hungry in cartridge form, are now possible on CD. NEC of Japan has just made a detective/murder mystery game which combines digitized video, CD quality stereo music plus true human voice.

In J.B. Harrold's Murder Club, Bill Robbins has just been murdered and you, as J.B., have to go out and pound the pavement, search for clues, interrogate suspects and gather enough evidence to make an arrest. Pull down menus allow you to ask a large variety of questions and from the new information that you learn, additional areas open up for you to investigate and new people appear with more information.

One new feature which NEC has added to this game is that the voice and text are selectable between English and Japanese! By making CD games bilingual the disk immediately becomes usable to players of both countries!

IT'S BILINGUAL!



From the option screen you can select to view the text and listen to the witnesses testimony in either English or Japanese!



You'll need a lot of hard evidence or the district attorney will throw you out of his office!



J.B. HARROLD'S MURDER CLUB



You are out on a highway looking for a taxi driver.



I got a lead. It seems to finish with a client of Mr. Robbins.



You arrive at the house of the victim's father.



How do you know that? I have the print which was taken from the scene.

With dozens of locations to visit, J.B. will be very busy for quite some time!



Travel throughout the entire city searching for clues.



That night, I went to my friend James Robbins's place. I came home around midnight and went straight to bed.



WHO IS THE KILLER?



Ed Robbins



Fred Robbins



M. Holding



Kate Holding



Paul Davis



Sala Shields



David Candel



Pamela Smith



FACT-FILE

Manufacturer: NEC
Machine: Turbo GrafX
Cartridge Size: CD-ROM
Number of Levels: 15
Theme: Action
Difficulty: Average
Number of Players: 1
Available: November 1990



THE BATTLE CONTINUES!

The original Final Zone is barely out on the market and the sequel is already in production! Like the first, FZ2 is an overhead view multi-directional action shooter. In this version the people of the future have again called upon your help as another revolution has erupted. You have assistance this time, and you can select from a crew of mercenaries, each in their own New Age Power Suit (NAP) and equipped with unique, customized weapons in their arms.

CHOOSE YOUR PLAYER FROM 4 TEAMMATES!



In FZ2 you are aided by a crack team of mercenaries! Each has their own NAP, fully equipped with special weapons in their arms!



ROUND 1



Blast through the enemy in the jungle!



ROUND 2



Take on the Super Tanks in the open field!

ROUND 3



Fly to an island!



It's off to a base on an island. Hop in a 'copter and destroy the battle-ships you pass over.

Take out the sentry and guards at the field stations and lookout towers back on the main island.

ROUND 4



Use Randy here!

FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx 16
Cartridge Size: CD-ROM
Number of Levels: 8
Theme: Action
Difficulty: Average
Number of Players: 1
Available: November 1990

LAST ALERT



Rescue the Hostages!...

It is an impossible mission! Diplomats at one of our embassies in a small country in the Caribbean have been kidnapped by a crazed, psychotic dictator. To prevent any type of attack by foreign governments he is now using these hostages as human shields at critical military installations. An all out attack is out of the question and that is why you have been called in!

Armed with just the basic of weapons you must penetrate their defenses, destroy the bases, rescue the hostages and wipe out the dictator and his army generals. Grab the weapon power-ups along the way and shoot anything that moves!

S T O R Y



Only one person can uncover the reasons behind the slaughter of the elite patrol group...the brother of its leader!



The terrorists have taken over two islands!

POWER-UP YOUR WEAPONS!



As you get closer to their home base you'll need better weapons!

Fight on the land, over the sea and in the air!



MOVE ON TO NEW AREAS!



FACT-FILE

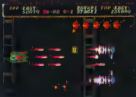
Manufacturer: Seismic
Machine: Genesis
Cartridge Size: 4 meg
Number of Levels: 6
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: November 1990

War of the Worlds!

After 1000 years of peace, war was a thing of the past. That is until some very strange things started to happen. Scientists noticed that stars in the sky began to disappear. They soon found out that it was the beginning of the most powerful alien invasion ever. With the entire galaxy under alien rule you, singlehandedly, must infiltrate their defenses and destroy the source of power which gives the enemy their strength.

In Hellfire, an old Tooplan arcade game, you must shoot your way through 6 levels of side scrolling action in order to reach the alien's power supply. For weapons, you start off with a standard shot cannon, but by grabbing the correct power-ups you can increase your firepower fivefold! The direction of fire can also be selected from 4 different firing patterns. Add on a shield for protection, and option fighter to double your firepower, and you just might have a chance for success!

ROUND 1: Penetrate the Outer Defenses!



HELLFIRE

POWER UP ICONS

SPEED UP



BONUS



SHIELD



1 - UP



OPTION



HELLFIRE



WEAPON OPTIONS

FORWARD



BACKWARD



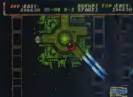
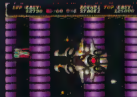
UP AND DOWN



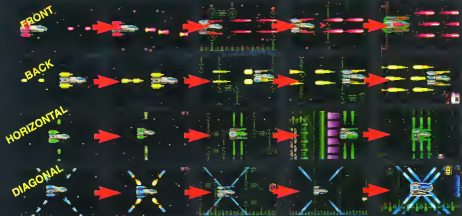
DIAGONAL



Use Your HellFire Weapons to Push Deeper Into the Alien Defenses!!



Power Up Your Weapons For Increased Firepower!



Advance Deeper Into Heavily Fortified Alien Territory!



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TAKE ON THE ALIENS IN A BATTLE OVER THE PYRAMIDS!

proceed carefully into the depths of one of the crypts to their stronghold in King Tut's tomb! Can the HellFire fighter penetrate and complete this mission?!

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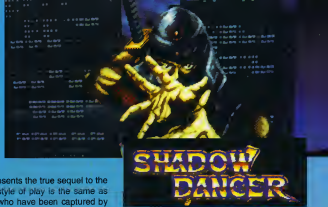
COMING SOON:

SEGA
GENESIS

Altered Beast™ the Sega™ arcade hit, comes with the Genesis system. Other games sold separately. Sega and Genesis are registered trademarks of Sega of America, Inc. Ghouls 'n Ghosts and Forgotten Worlds are licensed trademarks of Capcom, Inc. Rastan II is a registered trademark of Canaka International N.V. Thunder Force II is a trademark of Tectone Soft. Zoom! is a trademark of Discovery Software International, Inc. Truxton is a copyright of Tectone Co., Ltd. Cyberball is a registered trademark of Acorn Games, Inc. Ghostbusters II is a registered trademark of Columbia Pictures Industries, Inc. Original game © 1984 Activision. Spider-Man™ and © 1982 Marvel Entertainment Group, Inc. All rights reserved. Dick Tracy and Mickey Mouse are copyrights of The Walt Disney Company. Michael Jackson's Moonwalker is a trademark of Universal Productions. Strider is a trademark of Capcom, Inc. Dynamite Duke is a trademark of Seibu & Kamika, Inc. All other game titles are trademarks of Sega of America.

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cart Size: Four Meg
Number of Levels: 25
Theme: Action
Difficulty: Average
Number of Players: 1
Available: December '90



In most respects, Shadow Dancer represents the true sequel to the martial arts masterpiece, Shinobi. The style of play is the same as well as the goal to save innocent civies who have been captured by the opposing forces and are being held captive. The lead character has the ability to attack with blades at close range, as well as throwing stars for long-distance battles. Shadow Dancer, however, introduces a new option in the form of an R-Type style weapon power-up and super attack that launches a Shinobi's best friend, a white wolf, at the opponents! These extra elements help increase the strategy available as well as keep the action moving at a brisk pace.

While the characters in Shadow Dancer are not as large as those found in Revenge of Shinobi, the graphic clarity and detail in animation are comparable. Some of the techniques of Revenge are sorely missing in Shadow Dancer (like the double flip and star spread), but as far as coin-op to home translations go, the Genesis version of Shadow Dancer should give any and all die-hard Shinobi fans a good chance to see what this little-seen, yet super sequel was all about.



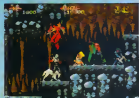
You begin your mission in the flaming ruins of a bomb ravaged city - save the survivors!

Take on a wide variety of bizarre enemies like the Statue of Liberty and others!



In each stage you must find the kidnapped hostages being held by the enemy forces!

Use your attack dog to escape from nasty situations by building up power!



FACT-FILE

Manufacturer - Sega
Machine - Genesis
Cart Size - 8 Meg
Number of Levels - 6
Theme - Action
Difficulty - Average
Number of Players - 1
Available - November '90

Sega's long awaited adaptation of Capcom's arcade game - Strider, is now a reality! Containing a full 8 megabits of cartridge memory - the largest ever for a U.S. home system, Strider faithfully duplicates all 6 levels found in the arcade version!

It's the year 2048 and the problems between the Russians and the Americans have progressively gotten worse. You, Strider, must penetrate the Russians robotic forces in order to exterminate the leaders who have initiated this conflict.

And this is your mission. After getting dropped off at the outside of one of the Russian fortresses you immediately encounter fierce resistance from the enemy. Still, you must fight your way through an onslaught of Russian forces armed only with your lightning quick saber, keen wits and acrobatic gymnastic skills. Make it through the fortress and it's off to the bitter cold mountains of Siberia where you have to scale the ice-coated sheer cliffs while fighting off killer attack dogs. All of this only to reach another fortress whose entrance is guarded by 'Pong' - a gigantic, full screen, mechanical gorilla! Once inside, the soldiers attack from above as you progress through a maze of huge mechanical devices. Survive this and move on to the jungle and two more intense levels!



Genesis Strider is loaded with techniques like hanging on!



Your main weapon in Strider is this powerful sword thrust!

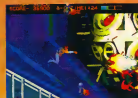
STRIDER



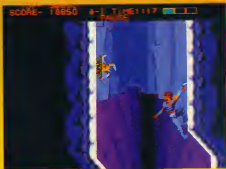
In the first round, you face off against two super beings that include a powerful Russian soldier and the mutant Soviet Politburo!



Make your way past the hazards of level two, including the mechanized Gorilla and the Shadow Fighter who isn't always there!



After defeating the reactor core inside the enemy station, take on the Commie Captain Hook and his whip atop the floating helipad!



FACT-FILE

Manufacturer: Atari
Machine: Lynx
Cart Size: 1 Meg
Number of Levels: 50
Theme: Drive/Shoot
Difficulty: Average
Number of Players: 1
Available: November '90

RoadB

BECOME THE ULTIM

It's an impossible mission but you must get across the country to deliver an urgent message to the president. All forms of communication have broken down as the enemy has invaded, and taken over most of the cities of the nation. The roads are the only mode of transportation left and even they are constantly being patrolled by the invaders. Some stretches of highways have been boobytrapped with mines, while others have metal detecting laser cannons ready to destroy anything trying to get by.

A special car has been created just for this mission and it has been equipped with the best protective zirconium armor and fitted with the most powerful weapons known to civilization. The front mounted 50mm cannons will destroy nearly anything in their path and our special forces, in special spy aircraft, have promised to drop even more powerful, but untested, weapons to you as you speed across the country. Fuel is the major problem though, as your car gets very thirsty at high speeds, but our intelligence sources have found spare fuel cells on many roads and inside some of the enemy patrol cars.

The probability of success is low, but with your talents and superior firepower you have a chance! Not only must you get past hundreds of enemy vehicles spread out through 50 torturous sections of roadway, but you must also contend not only with the diabolical terrorists, but civilian cars as well.



At the beginning of the game, and at certain intervals during play, you will enter the level select screen. Here you are granted the ability to warp ahead to higher levels, with the benefit of bonus points, by selecting the number indicated. This makes it easier to progress in the game!



Destroying enemy cars will release fuel cells which increase your reserves.



Green fuel canisters, which appear at specific points in the level, replenish your car's fuel.



Blasters

THE ROAD WARRIOR!!

After completing each round, you receive bonus points and additional fuel reserves for the next battle! The amount of energy you have for subsequent missions depends on your success at capturing fuel cells, destroying enemy vehicles and depleting your reserves.



By skillfully avoiding enemy autos without missing, you can increase the points you collect!



Grab power-up weapons as they drop from the friendly aircraft that flies above!

The game play is surprisingly close to the classic masterpiece, incorporating all of the popular features found in the quarter-muncher. You must maintain control of your attack vehicle while going up against the enemy and attempting to reclaim new power cells. Each course has its own set of challenges designed to make it difficult just to stay on the track, including twisting hairpin curves, minefields, cannons and more!

At the beginning of play, and at several pivotal points in the game, you are given the option to select a higher level of play for bonus points. This feature enables novice gamers to work their way up through the levels, while the pros can skip the boring round and dive head-first into greater challenges.

The whole game is based around the fuel gauge, with enemy hits and wipeouts deducting the precious energy from your primary tanks or reserve tanks. The primary tank is replenished whenever a particular race is completed or when a green fuel cell is captured and the reserve tank is increased by finishing the race with too much energy in the primary tank as well as whenever a red energy capsule is retrieved.

Additional power-up weapons can also be collected by skillfully grabbing the enhancements that are dropped from overhead. These weapons range from the Nitro Boost, which propels your attack car at incredible speeds in a short burst of acceleration, to the Uzi cannon which enables you to fire a steady stream of bullets at the enemy.

Road Blasters is filled with many other exciting techniques that include scoring incentives that enable you to increase the value of the enemy autos you strike down by not missing a shot. The graphics are well done,

the scaling top notch and the sound effects and voice complementary to the package. For anyone looking for a hand-held recreation of this exciting game, the Lynx may have what you're looking for.



FACT-FILE

Manufacturer: Nintendo
Machine: GameBoy
Cartridge Size: 128K
Number of Levels: 20
Theme: Puzzle/Reflex
Difficulty: Average
Number of Players: 1 or 2
Available: November '90

GAMEBOY CLUB

Dr. MARIO™

CALLING DR. MARIO...

It looks like Mario got tired of sitting around waiting for his fourth adventure to start and he must have gone back to school! He now is a full fledged M.D. and his newest challenge is to kill off some very nasty viruses floating around Nintendo's headquarters.

Your main weapons are vitamin capsules, each half of which could be either black, white or grey. Your job is to line up the vitamins in such a way that at least four halves of the capsules are the same color either horizontally or vertically. Do this and the capsules disappear along with any of the nasty viruses which happen to be in contact with, and the same color as, the matched capsules. Eliminate all the virus vermin on the screen and you get to progress to the next level.

Dr. Mario plays very much like a cross between Tetris and Sega's Columns, as you can rotate the capsules like in Tetris and make matches of similar colors as in Columns. Unlike Columns though, you can't match up capsules diagonally. You can select your starting level; the type of background music; the game play speed and the number of players.



Arrange the falling pills that Mario throws to take out the nasties!

Here's how you do it: rotate the vitamins and get four in a row!



When you destroy all the enemy viruses, play progresses!



Before the game begins, you can select the level of infection, music and game speed!



Dr. Mario will also soon be available as a regular NES cart!

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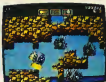
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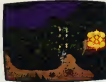
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A unique, action-packed, high-seas adventure where strange sea creatures tax your skills.



RENOVATION Whip Rush™
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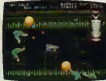
KYUGO THADING CO., LTD. Cross Fire™
A shooting action game featuring helicopters in death-defying combat!



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An intense shooter as you fly an attack craft through alien hazards to reach the ultimate goal—the quest of the Solar Grail!



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Roller-skate to action and win the ultimate street fight challenge.



SEISMIC Hell Fire™
Shoot or die in this horizontal scrolling shooting game.



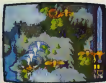
SPIES CREATION Insector X™
Destroy insect worlds full of danger in this intense shooting game based upon the arcade hit.



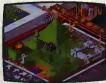
TENGEN Klax™
Move fast and think faster in this strategic video challenge. Catch and arrange color tiles coming down conveyor belt—this is a scream!



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Role playing fun, hit music and great sound effects for 1 or 2 players—outrageous!



NAMCO Phelias™
Apollo challenges enemies to rescue Artemis in this arcade classic with vivid graphics and animation.



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Total volleyball action that puts you in the game. Go for the spike—this is tournament play at its best!



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You're a cop, detective and road warrior of the future. Your mission is to rid society of radical gangs of punks and thugs. Arm yourself and aim straight!



TECHNOSOFT Thunderforce III™
Rush into a world of perpetual motion and experience the line scroll function for the first time ever.



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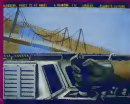
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SCREEN PLAY

Electronic Gaming and Beyond...

SUPER CHARGED SUPER HEROES LIGHT UP YOUR TV!

How did showbiz big boys Tom De Haven, Donnybrook and Frank Price choose the best the blending of top-notch effects and special effects can work on the small screen. Hollywood producers have succeeded to find a cool blend of action television that equates to the hot hardware and super hero justice of both the best guys. One of the most explosive meetings of the spectacular and real can be seen in the new syndicated adventure show, *Super Force*.

Like most adventure shows that pit good against evil, *Super Force* supplies us with a hero cop with a chip on his shoulder. But in this renegade near-future we're talking microchips, which Zach Stone uses with great effectiveness when he becomes the futuristic enforcer *Super Force*. As the villains of the world soon discover, *Super Force* is a one-man army with an arsenal of futuristic weaponry at his disposal!

Super Force also uses a wide variety of high-tech hardware ranging from Millinium batteries that run the *Super Force* suit, to Wang Computers, Panasonic products and Hewlett-Packard equipment used by *Super Force* and his team.

Look in the next issue of EGM for even more info on *Super Force* as well as an exciting contest that may land a lucky EGM reader in an episode of this mega-hot show. Tune in next month for details...



**SUPER
FORCE**

BRING HOME BATMAN™ FOR YOUR SEGA 16-BIT!

BATMAN™

You've heard of it, you've read about it, now here is your chance to own it! 16-Bit Batman is one of the most explosive games ever created, but unless you go to Japan you'll probably never see this sizzling soft on a store shelf! By entering this special EGM drawing, however, you'll have a FREE chance to take home this outstanding game and give Gotham City™ a real chance against the diabolical Joker™!

ONLY FROM ELECTRONIC GAMING!

FILL OUT THIS QUESTIONNAIRE AND YOU COULD TAKE BATMAN HOME!

Simply answer the following questions about your game playing preferences and your name will be entered in a drawing for a Sega 16-Bit Batman cartridge. There will be only one winner, and all entries must be received by December 31, 1990 to be considered eligible. Submit all entries to: Batman Give-Away, Sendai Publications, 1920 Highland Avenue, Lombard, IL 60148.

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____ Outpost: Genesis ____ GameBoy Club ____ Atari Adv.

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ENTER TODAY...AND SAVE GOTHAM CITY 16-BIT STYLE!

RULES: No purchase is necessary to be eligible. For a free entry form, send a SASE to the official entry address. Only one Batman cartridge will be awarded to a single winner chosen by random drawing. The decisions of the judges appointed by Sendai is final. The cartridge awarded is for the Sega Mega Drive system, but is compatible with the Sega Genesis. Sega, Mega Drive, and Genesis are all registered trademarks of Sega of Japan & Sega of America, Inc. All entries must be received by December 31, 1990. Sendai Publications assumes no responsibility for lost or misdirected mail. Winner will be notified by mail. Batman is TM and © 1989 DC Comics, Inc. All rights reserved.

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TOP SCORE CLUB

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Game of the Month High Scores!!

This Month's Game...

NINJA GAIDEN 2

1. Jeff Arensmeyer 5,388,500

- | | |
|-------------------|-----------|
| 2. Scott Trentman | 1,635,600 |
| 3. Brian Gatti | 1,185,300 |
| 4. Josh Winter | 999,990 |
| 5. Pat Curran | 999,990 |



Send Scores For...
Super Monaco GP
All entries by Dec. 31

NINTEENDO

Game	Score	Player
Abadox	88,000	Mike Miller
After Burner	14,335,970	Jeff Yonan
Bad Dudes	699,990	Jad Funk
Batman	6,502,300	Jeff Adkins
Burai Fighter	100,000	Target Score
Contra	6,553,500	Josh Winter
Double Dragon	236,130	Josh Winter
Double Dragon 2	399,680	Chris Hoffman
Godzilla	9,646,700	David Wright
Guerilla War	219,400	Stefan Zarzynski
Karnov	534,500	Ralph Mendes
Marble Madness	76,800	Steve Ryno
Mega Man	9,999,700	Jason Sinclair
Metal Gear 2	Finished	Sergid Strugar
Paperboy	191,300	Glann Stockwell
P.O.W.	311,500	David Wright
Rad Racer	39,443	David Wright
Rampage	81,900	Leslie Ford
Road Blasters	999,999	Ralph Balbagallo
Robowarrior	701,600	Donn Nauert
Rolling Thunder	92,100	Ray Severence
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	4,290,000	Edowland Charbonneau
Super Mario Bros. 3	9,999,990	Sergio Stugal
Tetris	307,879	Dean Enser
TMNT	2,184,100	Chris Hoffman

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Rules - All scores on Super Monaco GP must be received by December 31, 1990. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, IL 60148 for an official entry form.

CALL 1-708-916-3147 For Up-to-the-Minute High Score Rankings!!

ARCADE GENESIS TURBO SEGA

Game	Score	Player
After Burner	9,704,000	Jeff Yonan
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gaudresult
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	744,865	Max Rockafellow
Rastan	2,828,800	Brian GauDresult
R-Type	1,128,500	Brian GauDresult
Shinobi	940,100	Brian Herrmann
Space Harrier	7,266,990	Bill Day
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Slegmann

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Blazing Lasers	24,523,070	Jim Hakola
Bloody Wolf	2,194,300	Conrad Cheslock
Bonk's Adventure	849,080	Jason Wallinske
Cyber Core	9,999,900	Jim Hakola
Dragon Spirit	464,900	Steve Ports
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Strugar
J.J. & Jeff	10,175,650	Chris Camera
Legendary Axe	4,246,450	Brandon Fish
Monster Lair	378,600	Mark Discordia
Side Arms	3,848,600	Mark Discordia

Game	Score	Player
After Burner 2	20,380,300	Dan Lee
Altered Beast	4,682,500	Lee Venteicher
Air Diver	77,077,000	Scott Wimpari
Curse	10,560,300	Jeff Yonan
Forgotten Worlds	1,694,100	Tony DeSilvy
Ghouls and Ghosts	1,559,700	Glenn Stockwell
Ghostbusters	11,326,000	Jonathan Paleologos
Revenge of Shinobi	6,029,800	Bradley Miksa
Target Earth	39,818,439	Eric John
Thunder Force 3	5,397,300	Martin Alessi
Truxton	3,331,050	Tony DeSilvy

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner (PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Smash TV	12,624,000 (1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

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"Oh, dear, there... X's 6. 6-year.
The part about...
me and I... Am's 1577
"Yes, Irene."



THE END



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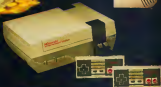
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